

PRIMA'S OFFICIAL STRATEGY GUIDE



DEUS EX THE CONSPIRACY

critical stats
for every item
and weapon



Joe Grant Bell
Chris McCubbin

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THE CONSPIRACY PRIMA'S OFFICIAL STRATEGY GUIDE



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Deus Ex: The Conspiracy Prima's Official Strategy Guide

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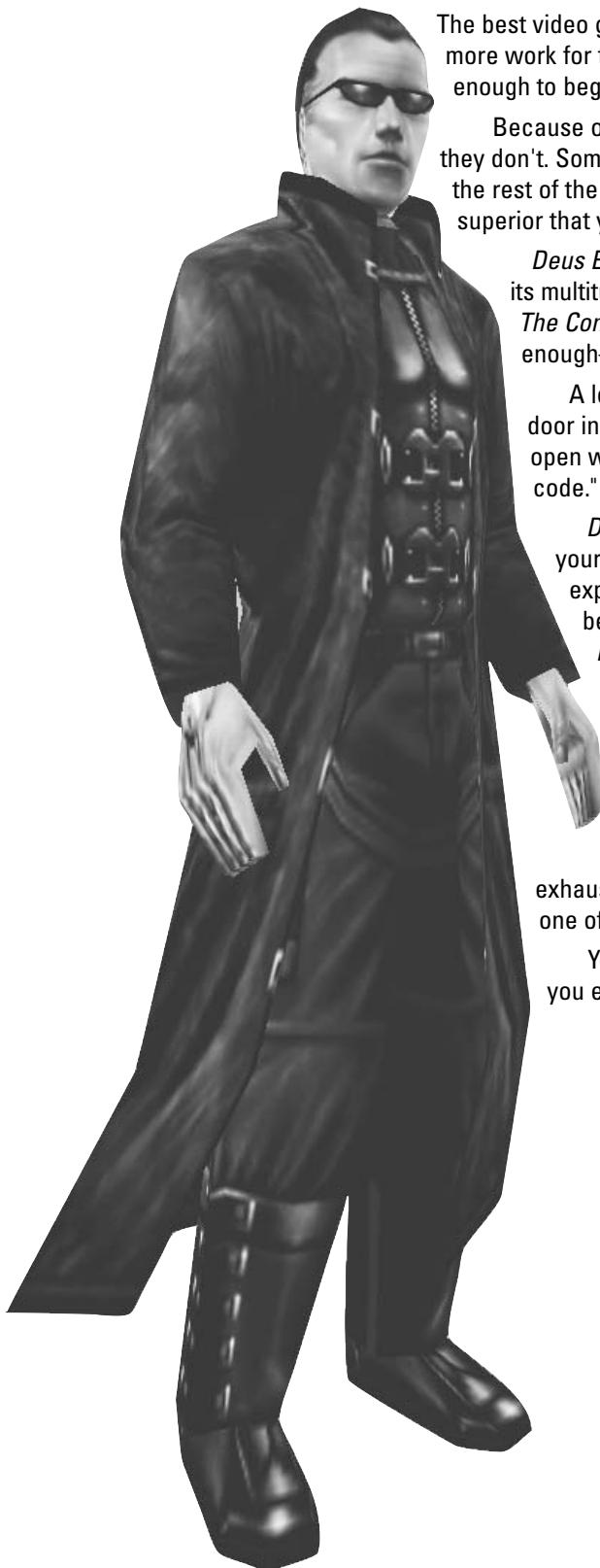
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The best video games give you choices. But the more choices you have, the more work for the game designers—and making a video game is hard enough to begin with!

Because of that difficulty, many games claim to offer you choices, but they don't. Some allow a few decisions, but railroad you down a single path the rest of the time. Others allow multiple strategies, but one strategy is so superior that you won't bother with the others.

Deus Ex: The Conspiracy is a masterpiece, and what sets it apart is its multitude of choices. You can tackle most situations in *Deus Ex: The Conspiracy* in several ways, all of which—surprisingly enough—actually work.

A locked door in most games means "Find the key." A locked door in *Deus Ex: The Conspiracy* means "Find the key." Or, "Blast it open with a rocket." Or, "Look in the computer for the override code." Or, "Sneak down an alternate route." Or...you get the idea.

Deus Ex: The Conspiracy—Prima's Official Strategy Guide is your comprehensive guide to the game. Many strategy guides explain only one path through the game—which makes sense, because there's only one effective way to win. Because *Deus Ex: The Conspiracy* offers so many choices, however, we do our best to inform you about *all* your major options for each and every puzzle. You can pick which ones you prefer.

We also tell you which paths are easiest and most efficient. You'll find a solution in this guide, regardless of how you play the game.

Keep your options in mind while you play. You can't exhaust them all in one playing, but *Deus Ex: The Conspiracy* is one of those rare creations you'll want to play again and again.

You've got a great game in your hands. This guide will help you enjoy it to the fullest.

J. C. Denton, Super Agent

In *Deus Ex*, you play J. C. Denton, a biomechanically augmented agent working for UNATCO (United Nations Anti-Terrorist Organization). Over the course of the game you'll improve J. C.'s skills and abilities training through hardware augmentations.

It's up to you to train and outfit J. C., but there are a few key things you should know:

- Pick skills and augmentations based on your style of play. For example, if you want a stealthy character, pick stealth-enhancing augmentations.
- You can specialize, training a few skills to a very high level. Or you can generalize, training a wide range of skills to a moderate level.
- Becoming highly specialized usually makes the game *harder*, not easier. However, it can be fun and rewarding.
- There are several ways to reach your goal. For example, the Swimming skill makes you swim better, but so does the Aqualung augmentation.

Develop a Focus

Throughout the game, there are a limited number of upgrade canisters. These canisters contain augmentations (augs) that permanently give J. C. a particular ability. J. C. also receives skill points as the game progresses. These points can be used to improve J. C.'s skills.

Every time you improve a skill or use a canister, you're making a choice to improve a particular area, but at the expense of other choices.

The following sections help you decide which skills and augmentations to pick.



Specialization Versus Generalization

Should you specialize in a few skills, making J. C. a master of each, or give J. C. a wide variety of moderately developed skills? You can do either, and neither path is right or wrong. The important thing is to pay attention to *your* preferences *as you play the game*. If you prefer sneaking around and hacking computers, you should work on those skills. If you want to blast your enemies with heavy weapons, favor augmentations and skills that develop that ability.

Extreme specialization makes the game harder. If you're a specialist in heavy weapons, but you don't have much ammo for those heavy weapons, you'll have a rough time in combat.

Ultimately, enhance the skills that you like. If you really *want* to use those heavy weapons, then do so! Be aware that such a choice increases the game's difficulty.



Picking Useful Skills and Augmentations

A full explanation of skills and augmentations appears later in this section. Read those sections for specific information on which skills and augs are most useful, and which are best left alone (unless you want to specialize in a particular area).

The Versatile, Well-Rounded Character

The game is easiest when you use a well-rounded character. A well-rounded character solves problems in a variety of ways, whereas a highly specialized character has fewer options. Also, a well-rounded character uses most of the weapons and gear found throughout the game. A true specialist, on the other hand, won't be able to use most of this stuff and will have to ignore it.

There are no strict rules for creating a well-rounded character; however, a typical well-rounded character has the following:

- Some Computer skill, either Trained or Advanced
- Good Multitool and Lockpicking skills (both should eventually become Advanced)
- Some basic training in a couple of weapons skills, and Advanced or Master skill in your favorite weapons skill

The well-rounded character is highly effective and can hack computers, pick mechanical locks, defeat electronic locks, and fight well. Such characters have a wide array of options in just about any situation.

We recommend following this general template unless you think you'd have a better time with something else.

If you play through this game more than once, use a well-rounded character the first time, then a more specialized character based on what you experienced the first time through.

Skills

When J. C. Denton completes certain tasks, he receives skill points that can be redeemed for upgraded skills. This section describes each skill, provides our assessment of its usefulness (or lack thereof), and gives recommendations on how much to train that skill.

There are four skill levels: Untrained, Trained, Advanced, and Master. Skills cost more to train at the higher levels; it costs over three times as many skill points to go from Advanced to Master as it does to go from Untrained to Trained.

Though we recommend certain skills over others, every skill is useful. Some are just easier to use, or more *universally* useful, than others. Our suggestions are based on a well-rounded, highly efficient character.

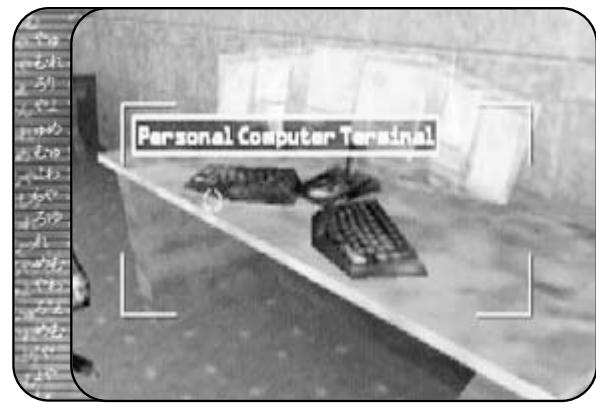
NOTE



Computer

This skill allows you to read e-mail, steal cash from ATMs, and bypass security systems. If you don't have any Computer skill at all, you'll miss out on many of the more entertaining alternative methods of solving problems.

All times in the table here are in seconds. The PC or ATM and Security Terminal columns list lockout times—the amount of time in which the system shuts down if you're caught.



Skill Level	SP Cost	Detect Time	PC/ATM	Security Terminal	Description
Untrained	—	—	—	—	Can use terminals to read bulletins and news
Trained	1,125	15	60	120	Can hack ATMs, computers, and security consoles
Advanced	2,250	30	30	60	Better detection and lockout times, can control automated gun turrets
Master	3,750	60	8	15	An elite hacker whom few systems can withstand

We strongly recommend that you immediately rise to the Trained level in this skill. Most characters want to go to Advanced at a later point. This allows you to control automated gun turrets (extremely useful) and gives you more hacking time (extremely convenient).

Most characters should *not* bother training to Master in Computer. You can get everything you need with the Advanced skill level.

Multitool

The more Multitool skill you have, the fewer multitools you need to break through an electronic lock; that's the long and short of the Electronics skill.

The strength of electronic panels and keypads ranges between 0 (open) and 100 (fully protected). If your skill is 10 percent (Untrained strength), you'll be able to crack 10 percent of a 100 panel in one try. (A try takes four seconds.) Therefore, it takes you 10 attempts (and 10 tools) to break into a fully protected panel or keypad. One multitool is required for each try.

An Advanced agent has a Multitool strength of 40, making it possible to crack an 80 panel or keypad in two tries.

Here is a breakdown of Multitool skills against a fully protected panel:



Skill Level	SP Cost	Multitool Strength
Untrained	—	10
Trained	1,800	25
Advanced	3,600	40
Master	6,000	75

Become Trained in this skill quickly, then move to the Advanced level later in the game. If you don't do this, you'll run short on multitools, and unlocking certain doors won't be feasible.

As with Computer skill, there's no benefit to upgrading this skill to Master level. You'll find enough multitools to get by with Advanced training.

Environmental Training

There are two effective ways to survive dangerous environmental hazards (such as toxic fumes and radioactive areas). One is to have Environmental Training and wear a hazmat suit. The other way requires the Environmental Resistance augmentation. You don't need both; pick one and avoid the other. Either approach works fine. Here we discuss the Environmental Training/hazmat suit option.

The Environmental Training skill lets you use hazmat suits, ballistic armor, thermoptic camo, and rebreathers. With experience, an agent can maximize the effects of armor and other gear. For example, a hazmat suit can block 25 percent of the damage caused by a radiation hazard if you have no Environmental Training. An agent with Advanced Environmental Training reduces such damage by a further 50 percent, which means that 37 percent of the radiation damage gets through (half of 75 percent damage is 37 percent damage sustained).

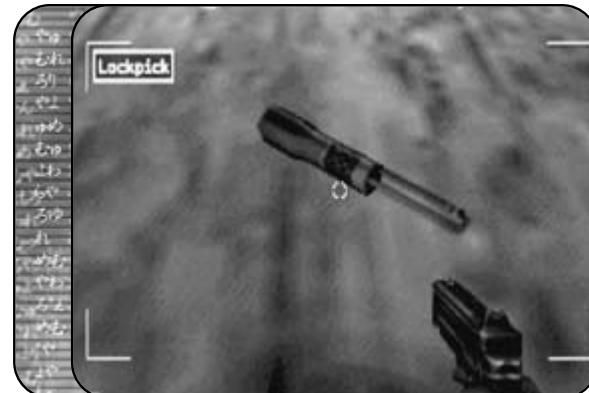


Skill Level	SP Cost	Damage Sustained
Untrained	—	100%
Trained	675	75%
Advanced	1,350	50%
Master	2,250	25%

Lockpicking

Lockpicking works like Multitool, except this skill is used on mechanical, rather than electronic, locks.

Lock strength ranges from 0 (open) to 100 (full strength). If you are Untrained, you can pick a 10 lock (or crack 10 percent of a 100 lock) in a single try. Each try takes four seconds and consumes one lockpick. Therefore, it takes you 10 attempts (and 10 picks) to pick a full-strength 100 lock. You would be able to pick a 50 lock in five tries. An Advanced agent has a pick strength of 40, and so could pick an 80 lock in two tries.



Skill Level	SP Cost	Pick Strength
Untrained	—	10
Trained	1,800	25
Advanced	3,600	40
Master	6,000	75

Become Trained in Lockpicking early, then move to the Advanced level later in the game; otherwise, you'll have to burn through too many lockpicks.

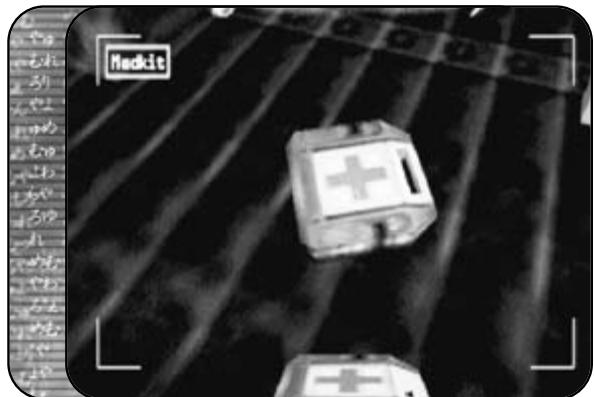
There's no reason to go all the way to Master in this skill; you'll find enough lockpicks to get by with Advanced skills.

Medicine

The Medicine skill helps you squeeze extra healing out of your medkits. This might seem vital, but there's another useful way to get healing: the Regeneration augmentation.

Skill Level	SP Cost	Heals
Untrained	—	Kit amount
Trained	900	2 x kit amount
Advanced	1,800	2.5 x kit amount
Master	3,000	3 x kit amount

Because you don't need Medicine skills *and* the Regeneration aug, choose one or the other. We like Regeneration. You have to wait a little while to get it, and you might be tempted to get some Medicine skills in the meantime. It's OK if you do, but it's most efficient to tough it out until you get Regeneration.



Swimming

Swimming ability makes your character move faster in the water, allowing you to reach your destination faster—essential if you must go underwater with a limited air supply.

Skill Level	SP Cost	Underwater Description
Untrained	—	Swim normally
Trained	675	Swim 1.5 x normal speed
Advanced	1,350	Swim 2 x normal speed
Master	2,250	Swim 2.5 x normal speed

Raise J. C. to the Trained level in this skill. It's cheap, and it's a good choice for any character type. One level of Swimming cuts down on drowning damage when you have to take an underwater route.

Don't bother with the higher skill levels unless you want more time to work underwater.



Weapons: Demolition

This skill covers thrown or placed explosive devices, including LAMs, gas grenades, EMP (electromagnetic pulse) grenades, and electronic scramble grenades. The skill comes into play when throwing explosives, attaching them to a surface as a proximity device, or attempting to disarm and remove a previously armed proximity device.



Skill Level	SP Cost	Accuracy	Damage	Disarm Time
Untrained	—	Normal	Normal	1 sec.
Trained	900	+10%	x1.2	2 sec.
Advanced	1,800	+25%	x1.5	5 sec.
Master	3,000	+50%	x2	10 sec.

You can throw and place explosives effectively without any training in this skill. Later in the game, however, you'll stumble across lots of booby traps, and this skill gives you more time to disarm them. Therefore, advance to the Trained level at some point in the game. Most characters don't need to move beyond Trained in this skill.

Weapons: Heavy

This skill covers the use of heavy weaponry, including flamethrowers, LAWs (light antitank weapon), and the experimental plasma and GEP guns.

Times noted in this table may be affected by other elements, such as weapon mods.



Skill Level	SP Cost	Accuracy	Reload Time	Recoil Strength	Lock Time	Targeting Time	Damage
Untrained	—	Normal	Normal	Normal	Normal	Normal	Normal
Trained	1,350	+10%	.1	.2	-10%	-10%	x1.2
Advanced	2,700	+25%	.25	.5	-25%	-25%	x1.5
Master	4,500	+50%	.5	1	-50%	-50%	x2

Unlike explosives, heavy weapons are hard to use without training. They slow you down and fire slowly unless you're skilled.

There are two basic strategies for heavy weapons. One is to go nuts, crank this skill up to Advanced or Master, and take the Microfibril Muscle augmentation (which lets you carry heavy weapons more easily). The other strategy is to ignore this skill or take only basic training, then use heavy weapons only when you don't need speed (such as an ambush).

Weapons: Low-Tech

The Low-Tech Weapons skill governs the use of melee weapons such as knives, throwing knives, swords, pepper guns, and riot prods.



Skill Level	SP Cost	Accuracy	Shot Time	Damage
Untrained	—	Normal	Normal	Normal
Trained	1,350	+10%	-10%	x1.2
Advanced	2,700	+25%	-25%	x1.5
Master	4,500	+50%	-50%	x2

The mini-crossbow, while low-tech, is covered by the Pistol Weapons skill.



High skill levels in Low-Tech are essential for ninja-type characters that want to kill or stun foes by using hand weapons. If you don't like close-in fighting, ignore this skill. However, there is a good hand-to-hand weapon available later in the game (the Dragon Sword), so this skill is cool if you enjoy using swords.

To concentrate on this skill, take the Combat Strength augmentation. It makes hand-to-hand weapons lethal.

Weapons: Pistol

This skill covers the use of handheld firearms, including the standard 10mm pistol, its stealth variant, and the mini-crossbow.

Skill Level	SP Cost	Accuracy	Reload Time	Damage
Untrained	—	Normal	Normal	Normal
Trained	1,575	+10%	.1	x1.2
Advanced	3,150	+25%	.25	x1.5
Master	5,250	+50%	.5	x2

If you don't take the Pistol skill from the start, you'll have a rough time early in the game. But you will have more skill points left over for other skills, which help you in the later game.

If you're obsessive about efficiency, don't take any Pistol skill; instead, save skill points for the deadlier Rifle Weapons skill. On the other hand, to keep the early levels manageable, become Trained in this skill; doing this makes the early levels easier, and you always keep the pistol as a small, easy-to-carry backup weapon.



Weapons: Rifle

This skill covers the use of full-length firearms, including assault rifles, sniper rifles, and shotguns.

Skill Level	SP Cost	Accuracy	Reload Time	Damage
Untrained	—	Normal	Normal	Normal
Trained	1,575	+10%	.1	x1.2
Advanced	3,150	+25%	.25	x1.5
Master	5,250	+50%	.5	x2

This is the most useful weapons skill. Rifle-type weapons appear early enough in the game to be valuable in the first few levels, yet they're powerful enough to remain useful in the later stages, when you're fighting tougher enemies.

Most characters do well to crank this skill to Advanced by the game's middle stages. Going up to Master isn't necessary, but it is fun.

If you crank up this skill, when you use the sniper rifle, you can defuse many combat situations before they develop.



Augmentations and Upgrades

Augmentation canisters are bioenhancements that permanently bestow a special ability upon J. C. Denton. Every augmentation canister contains a choice of two potential augmentations; you must choose one at the time the canister is installed.

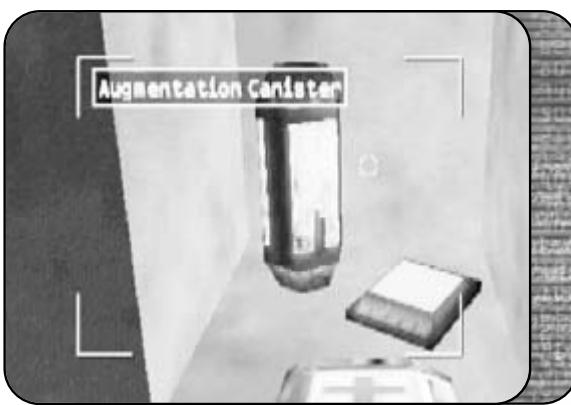
Upgrade canisters improve augmentations. You apply them on the Augmentation Screen.



In the entries for each augmentation, "energy rate" tells how quickly you burn bioelectric energy using that augmentation. The values given are in points drained per minute. To restore that energy, you need bioelectric cells or a repair bot.

Your maximum energy storage is 100 units. An aug with a rate of 10 can operate continuously for up to 10 minutes from a full charge. An aug with a rate of 300 would last no more than 20 seconds unless you spend some bioelectric cells.

NOTE



Here's a list of augmentation canisters. Each canister contains a choice of two augmentations; you must choose which augmentation to install.

Each canister fits into a particular body area. Some body areas, such as the torso, have several "slots" for augmentations. Others, like the cranium, can hold one augmentation. Carefully choose.

Available Augmentation Canisters

Location	Option 1	Option 2
Arms	Combat Strength	Microfibral Muscle
Legs	Speed Enhancement	Run Silent
Subdermal 1	EMP Shield	Energy Shield
Subdermal 2	Cloak	Radar Transparency
Torso 1	Aqualung	Environmental Resistance
Torso 2	Regeneration	Ballistic Protection
Torso 3	Synthetic Heart	Power Recirculator
Cranium	Aggressive Defense System	Spy Drone
Optics	Targeting	Vision Enhancement

Aggressive Defense System

The ADS is an antimissile system mounted in J. C.'s skull. It shoots down incoming grenades and missiles, detonating them at some distance from J. C. so he takes less damage.

Mission Locations: Breakout, Hong Kong, Gray Paree

Augmentation Location: Cranium

Energy Rate: 10

Paired With: Spy Drone

Effect: Detonates incoming explosives at increasingly greater distances

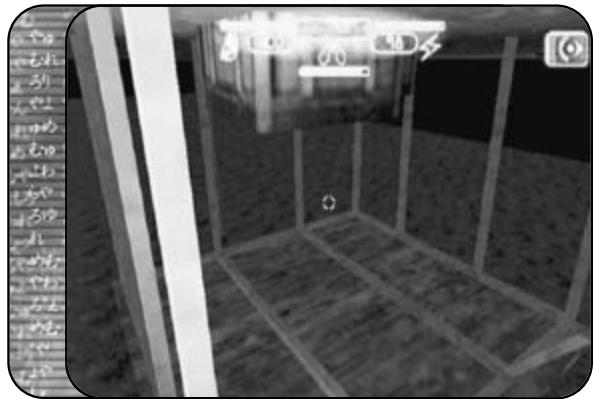
Level	Effect	
Tech 1	10 ft.	ADS doesn't do much at lower levels, and it won't keep you safe from nonexplosive weapons. At higher levels it makes a big difference when you're fighting mechanical foes.
Tech 2	20 ft.	
Tech 3	30 ft.	You need to choose between this aug and the Spy Drone. Combat lovers should take ADS. Sneakers should choose Spy Drone.
Tech 4	50 ft.	

Aqualung

To deal with watery areas, raise your Swimming skill to Trained. You won't need the Aqualung.



This aug lets J. C. spend more time underwater without taking damage. Your normal duration underwater before taking damage is 20 seconds.



Mission Locations: On the Town, Hong Kong

Augmentation Location: Torso

Energy Rate: 10

Paired With: Environmental Resistance

Effect: Increases lung capacity

Level	Effect
Tech 1	30 sec.
Tech 2	60 sec.
Tech 3	2 min.
Tech 4	4 min.

We don't take this aug for two reasons. First, though J. C. will spend *some* time underwater, he won't be living down there. Second, we like Environmental Resistance.

If you'd prefer the extra time underwater, go for the Aqualung. It helps with those water areas, and is vital if you have trouble navigating underwater.

Ballistic Protection

When activated, this aug reduces damage from projectiles (bullets) and bladed weapons.

Mission Locations: Lebedev Sanction, Treasures of the Templars

Augmentation Location: Torso

Energy Rate: 60

Paired With: Regeneration

Effect: Damage reduction from projectiles and bladed weapons (as a percentage of total damage)

Level	Effect
Tech 1	-20%
Tech 2	-35%
Tech 3	-50%
Tech 4	-75%

This aug is great, but we like Regeneration more. Decide which one fits your style; if you're good about remembering to turn on Ballistic Protection before every tough combat, it's handy.

You have three torso slots, so you can obtain both Regeneration and Ballistic Protection. Take one or the other and leave a torso slot open for the next time you find this canister.

Cloak

This aug renders you temporarily invisible to organic (human and animal) foes. It doesn't hide you from cameras or bots.



Mission Locations: Hong Kong, Vandenberg AFB
Augmentation Location: Subdermal
Energy Rate: 300
Paired With: Radar Transparency
Effect: Power drain (per minute) to use this aug

Level	Effect
Tech 1	300/min.
Tech 2	250/min.
Tech 3	200/min.
Tech 4	150/min.

This is one of those augs that is great *if* you use it. If your style tends toward hiding, sniping, and skulking, you'll love this one. If you're more of a duke-it-out player, do *not* take this one.

If you decide to go this route, the Power Recirculator aug helps conserve energy, and the Run Silent aug assists you in being sneaky.

Choosing this aug depends on the playing style you prefer.



Combat Strength

This aug powers up the damage done with low-tech melee weapons such as swords, batons, and crowbars.

Mission Location: Rescue the Lady
Augmentation Location: Arm
Energy Rate: 20
Paired With: Microfibril Muscle
Effect: Increases damage inflicted by applicable weapons

Level	Effect
Tech 1	+25%
Tech 2	+50%
Tech 3	+75%
Tech 4	+100%

Your choice here is simple. To use melee weapons more than heavy weapons, pick this aug. To use heavy weapons more, take Microfibril Muscle.

Both choices have benefits. Heavy weapons are powerful, but they require lots of training and have limited ammo. Melee weapons are smaller and require no ammo, but you must be close to use them.

We pick Combat Strength. We like smacking people with swords and crowbars.

EMP Shield

Some enemies have EMP attacks, which drain your bioelectric energy. This aug, when activated, helps prevent that drain.

Mission Locations: Lebedev Sanction, Treasures of the Templars
Augmentation Location: Subdermal
Energy Rate: 10
Paired With: Energy Shield
Effect: Reduces EMP damage

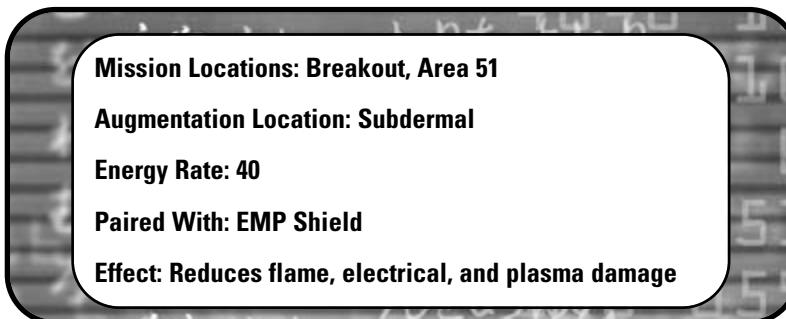
Level	Effect
Tech 1	-25%
Tech 2	-50%
Tech 3	-75%
Tech 4	No damage

This aug isn't as useful as Energy Shield because you face few EMP attacks in the game, and they aren't lethal. Therefore, we take Energy Shield instead.

There are two subdermal slots, but we avoid this aug and select either Cloak or Radar Transparency for the second slot.

Energy Shield

This aug reduces damage from flame, electrical, and plasma attacks.

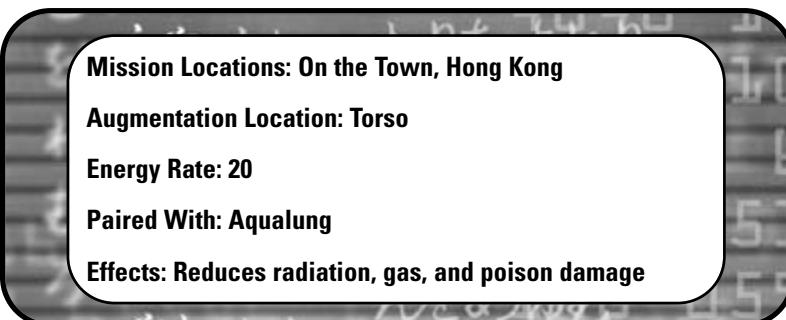


Level	Effect
Tech 1	-20%
Tech 2	-40%
Tech 3	-60%
Tech 4	-80%

We take this aug over the EMP Shield because it protects you from a deadlier set of attacks.

Environmental Resistance

Environmental Resistance shields you from radiation and poison.



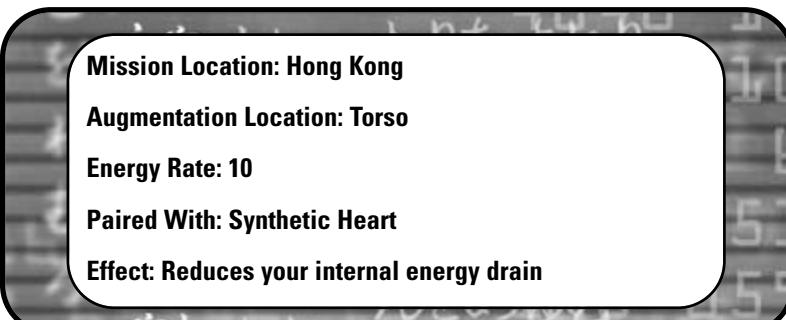
Level	Effect
Tech 1	-25%
Tech 2	-50%
Tech 3	-75%
Tech 4	-90%

If you don't take this aug (and periodically enhance it), keep a couple of slots open for hazmat suits at all times. There are places where you need one or the other.

Bottom line: This aug isn't a game-breaker, but it performs a necessary task.

Power Recirculator

The Power Recirculator is a "helper" aug. It reduces power consumption by *other* augs. Once installed, the Power Recirculator aug will automatically become active when you activate any other augmentation.



Level	Effect
Tech 1	-10%
Tech 2	-20%
Tech 3	-40%
Tech 4	-60%



Because the Power Recirculator has its own energy cost, never use it alone. Use it when using another aug with a high energy cost (100 or more) or a combination of augs.

Should you take this aug or the Synthetic Heart? We take this one if we're playing a sneaky character, because Cloak and Radar Transparency consume serious energy. If we're playing a fighting-oriented character, the Synthetic Heart is good for short bursts of combat frenzy.

Microfibril Muscle

Microfibril Muscle allows J. C. to manipulate and lift heavy items that he otherwise couldn't. Also, he can use heavy weapons with a reduced movement penalty while this aug is running.

Mission Location: Rescue the Lady

Augmentation Location: Arm

Energy Rate: 20

Paired With: Combat Strength

Effect: Increases the weight limit you can carry (in your hands) while running or walking fast.

Level	Running Effect(in Pounds)	Walking Effect(in Pounds)
Tech 1	37	62
Tech 2	45	75
Tech 3	52	87
Tech 4	60	100

If you specialize in heavy weapons, you need this aug. A combination of high Heavy Weapon skill and Microfibril Muscle is the only way to make heavy weapons practical.

If you aren't a heavy weapon specialist, you may still want this one for the "moving heavy stuff" ability. However, because we like melee weapons, Combat Strength is a personal preference.

Radar Transparency

Radar Transparency makes you temporarily invisible to bots, cameras, turrets, and other mechanical devices. Upgrades reduce the energy drain rate.

Mission Locations: Hong Kong, Vandenberg AFB

Augmentation Location: Subdermal

Energy Rate: 300

Paired With: Cloak

Effect: Power drain per minute to use this aug



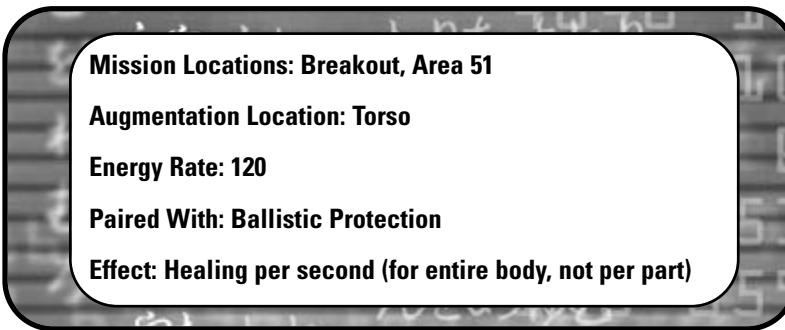
Level	Effect
Tech 1	300/min.
Tech 2	250/min.
Tech 3	200/min.
Tech 4	150/min.

If you're trying for pure stealth, take Radar Transparency and Cloak. If not, you must decide between them. There are more human enemies than bots and cameras in the game, but the bots are tougher. Which do you want to hide from? We take Radar Transparency.

J. C. DENTON, SUPER AGENT

Regeneration

Regeneration restores J. C. to full health. This aug converts bioelectric energy into health.



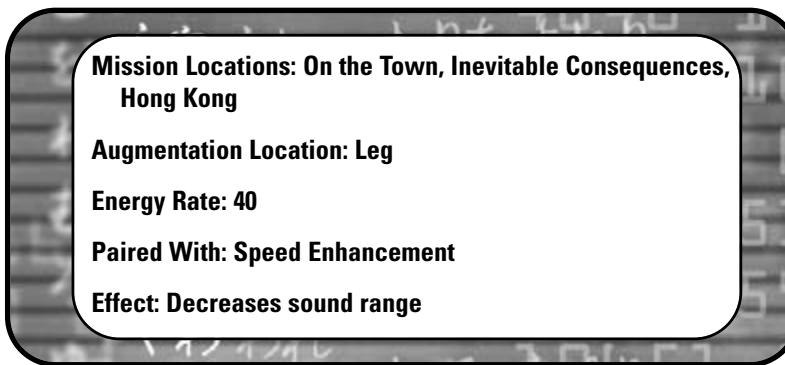
Level	Effect
Tech 1	5 HP/sec.
Tech 2	15 HP/sec.
Tech 3	25 HP/sec.
Tech 4	40 HP/sec.

We take this aug. It heals J. C. in the field. Plus, whenever you find a repair bot, you can get full healing (because you'll have an infinite supply of energy).

Ballistic Protection is also handy. You can have Regeneration *and* Ballistic Protection; leave a torso slot open for whenever you find the correct canister.

Run Silent

This aug lets you sneak up on an enemy from behind with less chance of being detected. Your speed and the ground surface determines how much noise you make. Each sound in the game can be heard out to a specified distance. This aug reduces the ranges of the sounds you make while moving.



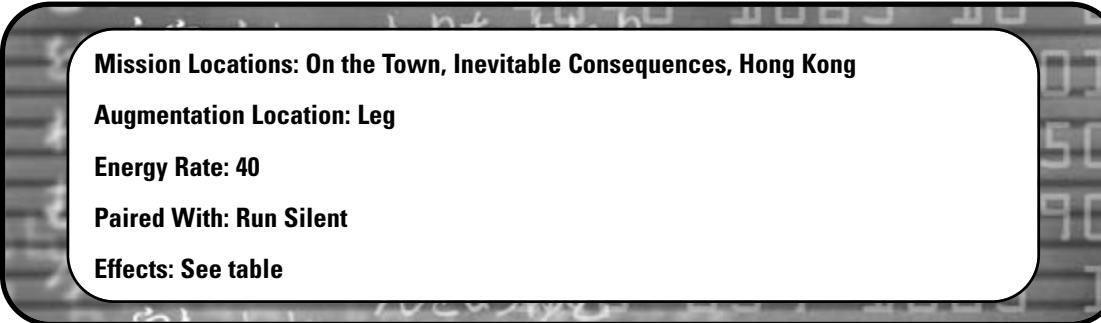
Level	Effect
Tech 1	-25%
Tech 2	-50%
Tech 3	-75%
Tech 4	-100%

If you're going for a melee weapon or stealth package, this aug is useful. It lets you quietly move into a good sniping position or quietly run up behind an enemy for a sneak attack.

If you're a fighter, Speed Enhancement is your choice. It lets you run faster, and running faster helps you avoid damage.

Speed Enhancement

Speed Enhancement makes you run faster and jump higher. You also sustain less falling damage when it's active. Your unaugmented speed is 10, and your unaugmented jump height from a standing start is 3 feet. Damage reduction from falling is evenly distributed over the legs and torso, which are the only body locations that can be damaged by a fall.





Level	Speed	Jump	Fall Damage Reduction
Tech 1	12	4 ft.	-15 HP
Tech 2	14	5 ft.	-30 HP
Tech 3	16	6 ft.	-45 HP
Tech 4	18	7 ft.	-60 HP

We take this aug over Run Silent because of the speed boost in combat and for the ability to jump to spots we couldn't otherwise reach. It's good as insurance against a lethal fall when walking in high spots.

Synthetic Heart

The Synthetic Heart temporarily raises all of your other augs by one level (up to their Tech 4 maximum). Your Tech 3 augs become Tech 4 augs while the Synthetic Heart is in action.

The Synthetic Heart
does not increase Tech 4
augs beyond Tech 4.

NOTE

Mission Location: Hong Kong
Augmentation Location: Torso
Energy Rate: 100
Paired With: Power Recirculator
Effect: Upgrades other augs temporarily, but cannot be upgraded

You can take either the Synthetic Heart or the Power Recirculator; both are useful.

We prefer the Power Recirculator. It stretches out the value of other power-intensive augs. Because Synthetic Heart must be used in conjunction with other augs to be effective, and because it drains a good deal of energy on its own, you can't use this aug for long.

Spy Drone

The Spy Drone is a small, flying bot that you send into new areas for investigative purposes. The Spy Drone creates a small EMP blast when it's detonated. This EMP pulse can stun small bots or disrupt energy shields. If you choose to deactivate the Spy Drone instead of detonating it, a new Spy Drone takes 30 seconds to reconstruct.

Mission Locations: Breakout, Hong Kong, Gray Paree
Augmentation Location: Cranium
Energy Rate: 150
Reconstruct Time: 30 seconds for new drone
Paired With: Aggressive Defense System
Effects: See table

Level	Speed	EMP Damage	EMP Blast Radius	Drone Durability (in health points)
Tech 1	1	50	5 ft.	10
Tech 2	2	100	10 ft.	20
Tech 3	3	175	17 ft.	35
Tech 4	5	250	25 ft.	50

This aug is useful for reconnaissance, but it's one of those things you must remember, then use. If you forget about it, you might as well not have it.

If playing a fighting character, we avoid this aug and take the ADS instead. If we're playing a sneaker, we take the Spy Drone.



Targeting

Targeting adds accuracy to your base accuracy percentage. It also presents extra targeting information onscreen, making it easier to snipe at specific body parts.

Mission Locations: Hong Kong, Treasures of the Templars

Augmentation Location: Optics

Energy Rate: 40

Paired With: Vision Enhancement

Effect: Increase to your base accuracy percentage

Level	Effect
Tech 1	+5%
Tech 2	+10%
Tech 3	+15%
Tech 4	+20%

This aug helps sniping. It also helps you target an arm if you want to shoot out an enemy's weapon arm but don't want to kill your target. We take this aug over Vision Enhancement.

Vision Enhancement

Vision Enhancement provides night vision at low levels, infrared vision at higher levels, and a limited ability to see through walls at the highest levels.

Mission Location: Hong Kong, Treasures of the Templars

Augmentation Location: Optics

Energy Rate: 40

Paired With: Targeting

Effect: See table



Level	Effect	Description
Tech 1	Night vision	Similar to Techgoggles, this allows agents to see better in dimly lit areas.
Tech 2	Infravision	Night vision plus Infravision, which enhances the effects of the IFF aug. Enemies will become bright red and friends will be green.
Tech 3	Close-range sonar imaging	Night vision, Infravision, plus close-range sonar imaging, allowing agents to see friends and foes through walls.
Tech 4	Long-range sonar imaging	Night vision, Infravision, plus long-range sonar imaging, allowing agents to see friends and foes through walls.

This aug is useful for picking out targets in dark areas. You can also see through walls, in a limited fashion, at higher levels. We take Targeting because we like to snipe.

Built-In Augmentations

These are built-in augments you have from the start. They do not take up a slot, require no upgrading, and use no energy (except the flashlight).

IFF

IFF means "identification: friend or foe." This is the technology that makes your targeting reticle turn red on enemies or green on allies and neutrals.

Infolink

This allows you to receive messages from Control while you're in the field.

Light

The third and final built-in aug, the Light is essentially a flashlight that draws from your bioelectric energy; it uses energy while it's on (10 points per minute), so turn it off when you don't need it.



This section takes a close look at all the weapons and useful, miscellaneous gear you'll find in *Deus Ex: The Conspiracy*.

Weapons

Weapons are grouped by the skill required to use them (Low-Tech, Pistol, and so forth). Read the descriptions of each weapon characteristic in this table for explanations of the information in each weapon's stats.

Characteristic	Description
Ammo	The weapon uses the type(s) of ammo listed.
Pickup Ammo Count	When you pick up a weapon, this is the number of rounds it has. Weapons taken off bodies have less ammo.
Clip Size	This is the number of rounds added to a weapon when reloaded. For weapons that can take the Clip mod, extra numbers list the increased clip sizes possible with repeated applications of this mod.
Damage Type / Amount	Type and amount of damage the weapon deals. For example, 20 points of fire damage or 10 points of impact damage. If the damage can be increased with the Combat Strength aug, the increased damage (for each of the four levels) is also listed.
Damage Effect	Some weapons deal damage in a particular shape. For example, an explosive weapon might deal damage within a 30-foot sphere. In this case, we'd list "Explosive, radius 30 ft." in this entry.
Base Accuracy	This is the accuracy of a weapon before mods; range is 0% (totally random) to 100% (perfect). Extra numbers list the increased accuracy possible with repeated applications of the Accuracy mod.
Accurate Range	The maximum distance at which you may fire the weapon and accurately hit a target. For weapons that take the Range mod, the later numbers list the increased accurate range possible with repeated applications of the mod.
Maximum Range	This is the maximum distance at which the weapon has a chance of hitting.
Recoil Strength	Recoil is measured from 0.0 (no effect) to 1.0 (greatly affected by recoil). Extra numbers list the decreased recoil possible with repeated applications of the Recoil mod.
Noise Range	The weapon's sound carries to this range. The Silencer mod reduces noise range to 0.
Rounds Per Second	The weapon is capable of this maximum number of rounds, swings, or strikes per second.
Reload Time	Time is required to reload the weapon. Extra numbers list the decreased reload time possible with repeated applications of the Reload mod.
Min. Rounds Per Burst	This is listed if weapon releases bursts of fire; each time you fire, you use this many rounds.

Some weapons have additional restrictions or considerations noted after the specification table. Most notes are self-explanatory, but a couple need some additional explanation:

- Stun means that enemies are stunned for 15 seconds and stop to rub their eyes.
- When Scope is listed as standard, the Scope's FOV (field of view) enhancement by percentage is provided.



Low Tech Weapons

Baton

This weapon is nonlethal. However, an enemy knocked out with a baton stays out for the whole mission, so it's as good as a kill. This is a handy weapon for quickly opening crates.



Damage Type/Amount: Impact/4
Base Accuracy: 50%
Accurate Range: 5 ft.
Maximum Range: 5 ft.
Noise Range: 2.5 ft.
Rounds Per Second: 2
Notes: Usable underwater.

Combat Knife

An ultra-high carbon stainless steel knife. Adequate for sneak attacks.



Damage Type/Amount: Impact/3
Base Accuracy: 50%
Accurate Range: 5 ft.
Maximum Range: 5 ft.
Noise Range: 2.5 ft.
Rounds Per Second: 2
Notes: Affects only organic, usable underwater.

Crowbar

Repeatedly hit someone or something with it.



Damage Type/Amount: Impact/6
Base Accuracy: 50%
Accurate Range: 5 ft.
Maximum Range: 5 ft.
Noise Range: 2.5 ft.
Rounds Per Second: 2
Notes: Usable underwater.

Dragon's Tooth Sword

A potent weapon that turns up later in the game. It produces a small amount of light when equipped. This weapon makes the Low-Tech Weapons skill worthwhile in the game's later stages.



Damage Type/Amount: Impact/10
Base Accuracy: 50%
Accurate Range: 6 ft.
Maximum Range: 6 ft.
Noise Range: 2.5 ft.
Rounds Per Second: 2
Notes: Usable underwater.

Pepper Gun

The pepper gun incapacitates a foe for a few seconds, but doesn't kill. There are more effective weapons.



Ammo: Pepper cartridge (PPR CART)
Pickup Ammo Count: 100
Clip Size: 99
Damage Type/Amount: 0/stuns
Damage Effect: Sphere, radius 8 ft. per visible cloud
Base Accuracy: 65%
Accurate Range: 4 ft.
Maximum Range: 4 ft.
Noise Range: 10 ft.
Rounds Per Second: 13
Reload Time: 4.0
Min. Rounds Per Burst: 7
Notes: Can be dodged, stuns, affects only organic.

Riot Prod

The riot prod stuns the victim. As with the baton, this weapon takes out your enemy for the entire mission. Best used in a sneak attack from behind.



Ammo: Prod Charger (CHARGER)
Pickup Ammo Count: 4
Clip Size: 4
Damage Type/Amount: Tranquilizer/15
Base Accuracy: 75%
Accurate Range: 5 ft.
Maximum Range: 5 ft.
Noise Range: 2.5 ft.
Rounds per Second: 1
Reload Time: 3.0
Notes: Stuns, affects only organic.

Sword

Definitely an archaic weapon, but nonetheless effective. Useful if you're serious about low-tech attacks.



Damage Type/Amount: Impact/5
Base Accuracy: 50%
Accurate Range: 4 ft.
Maximum Range: 4 ft.
Noise Range: 2.5 ft.
Rounds per Second: 2
Reload Time: 0.0

Notes: Affects only organic, usable underwater.



Throwing Knife

The Throwing Knife is best used in a surprise attack.

Pickup Ammo Count: 5
Damage Type/Amount: Impact/15
Base Accuracy: 55%
Accurate Range: N/A
Maximum Range: N/A
Noise Range: 2.5 ft.
Rounds per Second: 3
Reload Time: N/A

Notes: Can be stacked (25 max.), can be dodged, affects only organic.

Rifle Weapons

Assault Rifle

This twin-barreled assault rifle can fire 7.62mm ammo (good for most targets) and 20mm HE ammo (good for tough, heavily armored targets such as bots). It is one of the more versatile and effective weapons in the game.

Basic weapon stats appear first, and ammo-specific damage tables follow.



Base Accuracy: 65%, 68, 72, 75, 79, 82
Recoil Strength: .50, .45, .40, .35, .30, .25
Noise Range: 50 ft. (0 with Silencer)
Reload Time: 3.0, 2.7, 2.4, 2.1, 1.8, 1.5

7.62 Ammo Stats

Pickup Ammo Count: 30
Clip Size: 30, 33, 36, 39, 42, 45
Damage Type/Amount: Impact/3
Accurate Range: 300 ft., 330, 360, 390, 420, 450
Maximum Range: 600 ft.
Rounds Per Second: 10
Min. Rounds Per Burst: 3

20mm HE Ammo Stats

Pickup Ammo Count: 4
Clip Size: 30
Damage Type/Amount: Impact/250
Damage Effect: Sphere, radius 32 ft.
Accurate Range: 25 ft., 27, 30, 32, 35, 37
Maximum Range: 50 ft.
Rounds Per Second: 1



Sniper Rifle

This rifle allows you to pick off foes from afar. A tremendously valuable weapon.

Ammo: 30.06 (3006 AMMO)
Pickup Ammo Count: 6
Clip Size: 6, 7, 8, 9, 10, 11
Damage Type/Amount: Impact/25
Base Accuracy: 75%, 77, 80, 82, 85, 87
Accurate Range: 1,800 ft.
Maximum Range: 3,000 ft.
Recoil Strength: .40, .36, .32, .28, .24, .20
Noise Range: 100 ft.
Rounds Per Second: .6
Reload Time: 2.0, 1.8, 1.6, 1.4, 1.2, 1.0

Notes: Scope standard (original FOV enhanced 10%), can have Silencer.

Assault Shotgun

The assault shotgun can fire either buckshot (good for human targets) or sabot shells (good for hard targets). This is another versatile, effective rifle-class weapon.



Sabot (armor-piercing) shells are much more effective against armored targets (such as robots). Sabot and buckshot are equally effective against organic targets, but buckshot only inflicts one-quarter damage against robots.



Ammo:	12-gauge buckshot, 12-gauge sabot
Pickup Ammo Count:	12
Clip Size:	12, 13, 14, 15, 16, 17
Damage Type/Amount:	Impact/20
Damage Effect:	Cone, 5 hit locations
Base Accuracy:	60%
Accurate Range:	75 ft.
Maximum Range:	150 ft.
Recoil Strength:	.70, .63, .56, .49, .42, .35
Noise Range:	50 ft.
Rounds per Second:	1.4
Reload Time:	4.5, 4.0, 3.6, 3.1, 2.7, 2.2
Min. Rounds per Burst:	1

Shotguns deal cone damage with five hit locations. This means the shotgun fires five projectiles at a time, and the projectiles fly out in a cone shape. If the target is hit by the entire cone (all five projectiles), it takes full damage. If the target is hit by only some of the projectiles, it takes partial damage.



Sawed-Off Shotgun

The sawed-off, pump-action shotgun features a truncated barrel that creates a wide spread at close range. This shotgun accepts either buckshot or 12-gauge sabot shells. Don't use this weapon at medium to long range.



Ammo:	12-gauge buckshot, 12-gauge sabot
Pickup Ammo Count:	4
Clip Size:	4, 5, 6, 7, 8, 9
Damage Type/Amount:	Impact/25
Damage Effect:	Cone, 5 Hit Locations
Base Accuracy:	69%
Accurate Range:	75 ft.
Maximum Range:	150 ft.
Recoil Strength:	.50, .45, .40, .35, .30, .25
Noise Range:	50 ft.
Rounds Per Second:	1
Reload Time:	3.0, 2.7, 2.4, 2.1, 1.8, 1.5

Pistol Weapons

Mini-Crossbow

The mini-crossbow accepts a range of dart types (normal, tranquilizer, or flare) that you can change depending upon mission requirements.



Dart Damage by Type

Dart	Type	Amount	Effect
Dart (DART)	Impact	25	n/a
Flare (FLR DART)	Impact	25	Produces light
Tranquilizer (TRQ DART)	Poison	25	5 per 2 sec. for 16 sec.

Targets of the tranquilizer darts take five points of poison damage every two seconds for sixteen seconds. Tranquilizer darts are not lethal, but eventually incapacitate the target.

The best use for the mini-crossbow is to fire a tranquilizer, then run. Hide for a few seconds and wait for the dart to take effect; when you hear a body drop to the floor, your target is out cold.



Ammo: Dart, flare dart, tranquilizer dart
(see dart damage table)

Pickup Ammo Count:	4
Clip Size:	4
Base Accuracy:	60%, 64, 68, 72, 76, 80
Accurate Range:	50 ft., 55, 60, 65, 70, 75
Maximum Range:	100 ft.
Noise Range:	2.5 ft.
Rounds Per Second:	1.2
Reload Time:	2.0, 1.8, 1.6, 1.4, 1.2, 1.0

Notes: Can be dodged, stuns, affects only organic, usable underwater, can have Scope (original FOV enhanced 15%).

Pistol

This standard 10mm pistol is good in the game's early stages.



Ammo:	10mm (10MM AMMO)
Pickup Ammo Count:	6
Clip Size:	6, 7, 8, 9, 10, 11
Damage Type/Amount:	Impact/14
Base Accuracy:	65%, 68, 72, 75, 79, 82
Accurate Range:	150 ft., 165, 180, 195, 210, 225
Maximum Range:	300 ft.
Recoil Strength:	.30, .27, .24, .21, .18, .15
Noise Range:	50 ft.
Rounds Per Second:	1.6
Reload Time:	2.0, 1.8, 1.6, 1.4, 1.2, 1.0

Notes: Can have Scope (original FOV enhanced 25%).

PS20 Plasma Pistol

The PS20 is a single-shot plasma weapon designed for close-range work. This weapon has no conventional projectile, but fires a plasma bolt.

Damage Type/Amount:	Impact/20
Damage Effect:	Sphere, radius 8 ft.
Base Accuracy:	100%
Accurate Range:	6 ft.
Maximum Range:	8 ft.
Noise Range:	0.5 ft.
Rounds Per Second:	N/A
Reload Time:	0.0



Weapons that deal damage in a sphere shape (like the PS20) won't always deal maximum damage. Targets near the edges of the blast sphere take less damage.

Notes: Can be dodged, cannot be stacked, can only carry one, usable underwater.

Stealth Pistol

The stealth pistol is a variant of the standard 10mm pistol with a larger clip and integrated silencer. Replace the standard pistol with this weapon when you find it.



Ammo:	10mm (10mm ammo)
Pickup Ammo Count:	10
Clip Size:	10, 11, 12, 13, 14, 15
Damage Type/Amount:	Impact/8
Base Accuracy:	60%, 64, 68, 72, 76, 80
Accurate Range:	150 ft., 165, 180, 195, 210, 225
Maximum Range:	300 ft.
Recoil Strength:	.10
Noise Range:	.5 ft.
Rounds Per Second:	6.6
Reload Time:	1.5, 1.3, 1.2, 1.1, 1.0, 0.9, 0.7

Notes: Can have Scope (original FOV increased 25%).

Heavy Weapons

Flamethrower

Deadly but difficult to use. Keep an eye on the ammo.

Ammo:	Napalm canister (NAPALM)
Pickup Ammo Count:	100
Clip Size:	99
Damage Type/Amount:	Fire/2
Base Accuracy:	55%
Accurate Range:	20 ft., 22, 24, 26, 28, 30
Maximum Range:	20 ft.
Noise Range:	50 ft.
Rounds Per Second:	10
Reload Time:	5.5, 4.9, 4.4, 3.8, 3.3, 2.7
Min. Rounds Per Burst:	7



Though the listed damage for the flamethrower is low, it sets the target on fire. This causes constant damage until the target dies or the fire is put out (by water or halon gas). Flaming targets won't attack you; they have other things to worry about.



Light Antitank

Weapon (LAW)

The LAW is a one-shot rocket. Use it to initiate a tough fight, then switch to a different weapon.



Because carrying around a LAW takes up a weapon slot that could be occupied by a more versatile, multi-shot weapon, use LAWs in the general area where you find them rather than lugging them all over the place.

Damage Type/Amount:	Explosive/100
Damage Effect:	Sphere, radius 48 ft.
Base Accuracy:	69%
Accurate Range:	900 ft.
Maximum Range:	1,500 ft.
Recoil Strength:	1.00
Noise Range:	100 ft.
Rounds Per Second:	N/A
Reload Time:	0.0

Notes: Cannot be stacked, can only carry one.

Guided Explosive

Projectile (GEP) Gun

The GEP gun is a shoulder-mounted launcher that employs a laser to guide its rockets to their targets. This is the best weapon against heavily armored targets.



Enemy GEPs do not lock onto targets, but yours do, with a lock time of two seconds (this time decreases with skill). The GEP then tracks the target until triggered.

Rocket Damage by Type

Rocket Type	Type	Amount	Effect
Rocket (rocket)	Explosive	300	Sphere, radius 12 ft.
WP Rocket (WP rocket)	See Note	See Note	Sphere, radius 32 ft.

The WP rocket deals different types and amounts of damage depending on the target.

It sets humans and other biological targets on fire, dealing 5 fire damage per second for 30 seconds. It deals a flat amount of 300 explosive damage to robots and other mechanical targets.

NOTE

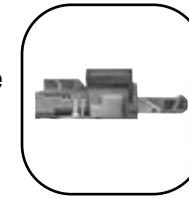
Ammo: Rocket, WP rocket
(see damage table)

Pickup Ammo Count: 4
Clip Size: 1
Base Accuracy: 75%
Accurate Range: 900 ft.
Maximum Range: 1,500 ft.
Recoil Strength: 1.00
Noise Range: 100 ft.
Rounds Per Second: .5
Reload Time: 2.0, 1.8, 1.6, 1.4, 1.2, 1.0

Notes: Has target-lock system, can be dodged, can have scope.

Plasma Rifle

The plasma rifle is an experimental weapon with amazing power. Watch the ammo, and lead your shots in front of fast-moving targets.



Ammo: Plasma clip (PMA CLIP)
Pickup Ammo Count: 12
Clip Size: 12, 13, 14, 15, 16, 17
Damage Type/Amount: Fire/105
Damage Effect: Sphere, radius 8 ft.
Base Accuracy: 69%
Accurate Range: 900 ft.
Maximum Range: 1,500 ft.
Recoil Strength: .30, .27, .24, .21, .18, .15
Noise Range: 50 ft.
Rounds Per Second: 2
Reload Time: 2.0, 1.8, 1.6, 1.4, 1.2, 1.0

Notes: Can be dodged, can have Scope (enhances original FOV 20%).

Demolition Weapons

If you're facing a wall, any of these munitions affix to the wall. Otherwise, you throw them. All these weapons detonate three seconds after you throw them, or when anyone comes within eight feet (after you affix them to a wall). The trigger has a built-in IFF system; you won't proximity detonate your own grenades. If you happen to make a direct hit on your target, these weapons will detonate immediately.

Electromagnetic Pulse (EMP) Grenade

The EMP grenade creates a pulse that temporarily disables all electronics within its area of effect, including cameras and security grids.



The key word here is "temporarily".
If you expect to spend lots of time in the area, destroy bots with conventional weapons after disabling them with the EMP grenade.

Pickup Ammo Count: 1
Damage Type/Amount: Explosive/(EMP) 100, 125, 150, 175, 200
Damage Effect: Sphere, radius 32 ft.
Base Accuracy: 50%
Accurate Range: 50 ft.
Maximum Range: 75 ft.
Noise Range: 50 ft.
Rounds per Second: 2.5

Notes: Can be dodged, stuns, affects only robot, usable underwater.

Gas Grenade

Upon detonation, the gas grenade releases tear gas that temporarily incapacitates its victims. Charge in and gun them down while they're busy coughing.



Pickup Ammo Count: 1
Damage Type/Amount: Gas/10, 12, 15, 17, 20
Damage Effect: Sphere, radius 25 ft.
Base Accuracy: 50%
Accurate Range: 50 ft.
Maximum Range: 75 ft.
Noise Range: 50 ft.
Rounds Per Second: 2.5

Notes: Can be dodged, stuns, affects only organic.

Lightweight Attack Munitions (LAM)

The LAM is a multifunctional explosive that you can either throw or attach to any surface and use as a proximity mine.



Pickup Ammo Count: 1
Damage Type/Amount: Explosive/500, 625, 750, 875, 1,000
Damage Effect: Sphere, radius 24 ft.
Base Accuracy: 50%
Accurate Range: 50 ft.
Maximum Range: 75 ft.
Noise Range: 50 ft.
Rounds Per Second: 2.5

Notes: Can be dodged, usable underwater.

Scramble Grenade

These grenades cause bots to go haywire and become your friend, attacking all enemies within sight.



Pickup Ammo Count: 1
Damage Type/Amount: N/A
Damage Effect: Sphere, radius 32 ft.; confuses bots up to 2 min., 30 sec.
Base Accuracy: 50%
Accurate Range: 50 ft.
Maximum Range: 75 ft.
Noise Range: 50 ft.
Rounds Per Second: 2.5

Notes: Can be dodged, affects only robot, usable underwater, scramble effect wears off.

Weapon Modifications

There are a number of weapon modifications that augment the capabilities of certain weapons. Sometimes you can add more than one of the same mod to a weapon.

Modifiers are applied to the original stats. For example, if you add a second Accuracy mod to a weapon, the modifier is a percentage of the original base Accurate Range number, not the already modified Accurate Range stat.

The following table describes the benefits of each mod and how many of each you can use. The second table shows which mods can be added to which weapons.



Modification Descriptions

Mod Name	Max. Use	Effect
Accuracy	5	Increases base accuracy by 10% per mod
Clip	5	Increases reload count by 10% per mod
Range	5	Increases accurate range by 10% per mod
Recoil	5	Decreases recoil by 10% per mod
Reload	5	Decreases reload time by 10% per mod
Scope	1	Expands a certain percentage of your FOV (field of view) to fill your screen
Silencer	1	Decreases the weapon's noise and noise range to 0

Possible Modifications



Mod	Pistol	Stealth Pistol	Mini-Xbow	Assault Rifle	Sniper Rifle	Assault Shotgun	Sawed-Off Shotgun	GEP	Plasma Rifle	Flame-thrower
Accuracy	R	R	R	X	X	—	—	—	X	—
Clip	X	X	—	X	X	X	X	—	X	—
Range	R	R	R	X	X	—	—	X	X	R
Recoil	X	—	—	R	R	R	R	—	X	—
Reload	X	X	R	X	R	X	R	X	X	X
Scope	X	R	R	—	S	—	—	X	X	—
Silencer	—	S	—	R	R	—	—	—	—	—

Armor

Wear these three armor items for temporary benefits.

Thermoptic Camo

Thermoptic camo renders an agent invisible to humans and bots; however, the high power drain makes it impractical for more than short-term use, after which the circuitry is fused and it becomes useless.

Applicable Skill: Environmental Training
Base Effect: Cloak/Radar transparency
Base Charge Duration: 13 sec.

Ballistic Armor

Ballistic armor provides temporary resistance to bullets and physical attacks.



Applicable Skill: Environmental Training
Base Effect: 50% damage reduction
Base Charge Duration: 25 sec.

Hazmat Suit

This suit protects against a full range of environmental hazards, including radiation, fire, biochemical toxins, electricity, and EMP.



Applicable Skill: Environmental Training
Base Effect: 25% damage reduction against radiation, gas, and poison
Base Charge Duration: 50 sec.

Nonweapon Items

These are useful nonweapon items found periodically throughout the game.

Food and Drink

Candybar

- Heals 2 health points
- Single use
- Stackable (max. 20)
- Buoyant

Soy Food

- Heals 5 health points
- Single use
- Stackable (max. 20)
- Buoyant

Sodacan

- Heals 2 health points
- Single use
- Stackable (max. 10)

Liquor 40 oz. (Beer)

Be careful with the brew. Your ensuing drunkenness affects your ability to fight.

- Intoxication lasts 10 seconds per bottle
- Single use
- Stackable (max. 5)

Liquor Bottle

- Intoxication lasts 5 seconds per bottle
- Single use
- Stackable (max. 5)

Wine Bottle

- Intoxication lasts 5 seconds per bottle
- Single use
- Stackable (max. 5)

Tools

Binoculars

- Buoyant



Bioelectric Cell

Bioelectric cells provide energy for your augmentations.

- Recharges 25 energy points
- Single use
- Stackable (max. 20)



Credit Chit

Adds credits to your account.



Fire Extinguisher

Spews halon gas at your target.

- Lasts 3 seconds
- Single use
- Stackable (max. 5)



The fire extinguisher has much the same effect as pepper spray on yourself and other people.

Collect fire extinguishers. When an enemy sets you ablaze, use the extinguisher and run through the cloud of halon. You'll suffer some disorientation, but it's better than being on fire!

This section provides techniques for exploring, fighting, and managing your inventory. An explanation of damage follows, and the last portion of this section presents a detailed list of enemies. Use this information to fight more effectively.

Getting Started

You begin the game with 5,000 points to spend on skills. For versatile character, keep Pistol at Trained and spend your points to buy Computer, Electronics, and Lockpicking skills up to the Trained level, too. Doing this puts you in excellent shape to deal with the early missions without missing anything or running short of crucial resources.

Later in the game, you get more points to spend on skills. Train Rifle, Lockpicking, and Electronics to Advanced. Train in Swimming, too, to make underwater areas easier to navigate.



Inventory Management

J. C. Denton can carry lots of gear, but he can't haul around everything he finds. Take a look at how his inventory works and learn how to get the most out of it.

There are 10 slots in J.C.'s inventory. Multiple items can go in each slot. We name them Slots 1–10, starting from the top of the Inventory screen and working our way down.



- Slot 1 is a "miscellaneous items" slot. Rebreathers, soy food, and other nonweapon items go here. J. C. can have at least one of each item type—and often more, depending on the stacking rules for that item.
- Slot 2 is the "tools" slot, which contains important items such as lockpicks and multitools. Carry as many of these items as you can.
- Slot 3 is the "medical" slot, containing medkits and bioelectric cells.
- Slot 4 is for grenades. You can carry several of each type.
- Slot 5 is the low-tech weapons slot. You can carry one of each low-tech weapon type. There's no limit on this, so collect every type of low-tech weapon.
- Slots 6 through 10 are for pistols, rifle weapons, and heavy weapons. These slots hold only one item apiece, meaning that you can have only four of these important weapons at any given time. This is the most limiting part of your inventory, so its requires the most juggling.

In the game's middle through later stages, we often hold the stealth pistol (general purpose, lots of ammo), the GEP gun (very powerful), and the sniper rifle (deadly and fun).

This is only three weapons. We rotate many weapons through that fourth slot. Because J. C. can pick up ammo all the time (even when he doesn't have that particular weapon in his inventory), he periodically builds up lots of ammo of a particular type. Whenever we get a lot of, say, shotgun shells, we find a shotgun and put it in that fourth slot so we can use the ammo. Whenever we find a LAW, we drop whatever's in the fourth slot, take the LAW, use it, then retrieve whatever we dropped earlier.

Be flexible and pay attention to your ammo levels. Let the ammo levels dictate which weapons you put in that fourth slot.

Combat

Staying alive in *Deus Ex* requires sound combat skills. Here are some guidelines.

Reload Often

Press the Reload button often. Press it after each combat—and during combat when there's a lull in the action. Running out of ammo in the middle of an attack can be fatal.



Remember the Augs

When fighting weak or moderately strong enemies, you usually don't need augs. However, when walking into a fight that you know (or suspect) will be tough, turn on your combat-related augs first. They can make all the difference.

You can assign any number of augs as "quick augs," which can be turned on with the press of a button. Assign your most commonly used combat augs to this category so you can immediately access them.



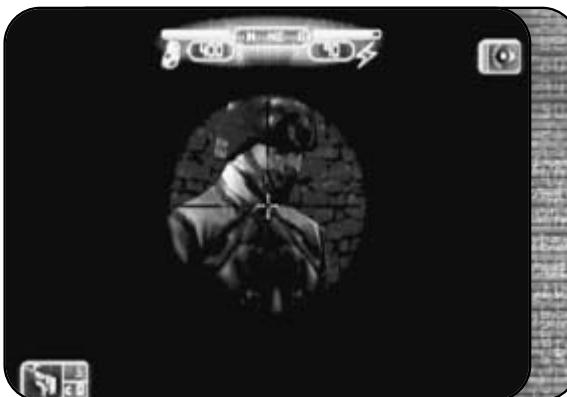
Use Proper Ammo

Standard shotgun and assault rifle ammo does good damage to humans and rotten damage to bots. Switch to sabot ammo or 20mm ammo when fighting bots; otherwise, it'll seem like you're shooting rubber bullets. Likewise, don't waste sabot ammo on humans.

Understand Damage Regions

Each enemy has six body areas: head, torso, both legs, and both arms.

Deal enough damage to the head or torso, and the enemy dies. Deal enough damage to the weapon arm, and the enemy cannot attack you (though he or she can raise an alarm). Deal enough damage to the legs, and you render the enemy motionless.



If you shoot one body area, the damage doesn't carry over to the others. Focus attacks on one body area. If you deal damage to the head, continue attacking the head; if you damage the torso, continue attacking the torso.

Attack the head or torso instead of the arms and legs. The head is best if aiming isn't a problem; otherwise, go for the torso.

EMP Damage Versus Standard Damage

EMP damage has nothing to do with standard damage. If you throw an EMP grenade at a bot and almost knock it out, then you switch to a shotgun, you've wasted your EMP grenade. The bot is not any easier to destroy with your shotgun because of the EMP attack.

After you start using EMP attacks against a bot, continue using them. Don't start an EMP attack unless you have enough EMP weapons to finish the attack.

Sniping Is Vital

Learn to snipe. You can clear out whole areas with clever sniping. The best tools for sniping are the sniper rifle or the mini-crossbow and tranquilizer darts.

Enter new areas carefully, taking care not to reveal yourself. Sniping is most effective when you're unseen. Stick to shadows or hide behind a corner, then pop out to take your shot.

Aim for the torso with the crossbow, and the head with the sniper rifle. Use your scope if you have it.

Tranquilizing or Stunning an Enemy

To tranquilize an enemy (with the mini-crossbow), snipe, then hide. Enemies are able to attack you until the dart knocks them out, and that takes a few seconds. Clear out and wait, giving the dart time to do its job.

If you have good stealth or have a clean run at an enemy's back, the riot prod is effective. Move up quietly behind your foe and use the prod. This attack is silent, so you won't alert other guards.



Stunning or tranquilizing the enemy isn't always a good idea. After the enemy knows you're there and gets close to you, bring out the lethal weapons.

You might not expect it, but MJ12 commandos can be knocked out by tranquilizer darts. This was done so that characters who were dedicated to nonlethal methods would have a chance to get past a commando without killing.

Make Good Weapon Choices

If you can't snipe, the assault shotgun is the best weapon for taking down tough enemies (commandos, MIBs, greasers, karkians).

Save the sabot rounds for bots. The same rule applies to the assault rifle: Save the heavy ammo (20mm grenades) for bots and tough foes.



Use LAWs

Because the LAW is a one-shot weapon and takes up a vital inventory slot, immediately use them. Pick them up, use them, and refill the slot with a different weapon. The LAW lets you deal great damage at the start of the fight.

Attack from Appropriate Range

The best way of killing *anything* is from afar. This is particularly true for MIBs and WIBs (Men in Black and Women in Black) because they explode when you kill them.

If you can't take down commandos from afar, get close to them. This prevents them from using their rockets, which are their deadliest attack.

Throw the Karkian a Bone

A karkian will stop attacking and settle down to eat if you throw a body at it. This buys you time for a clean shot.

Deal with Fire

If you're set on fire from a weapon attack, take action. Jump into water, use a fire extinguisher if you have one, or use a faucet or shower. Halon gas puts out fires.



Exploration and Miscellaneous Tips

Collect Reusables

Crossbow darts and throwing knives that miss the target stick in walls and floors. Recover them to conserve resources.

Blowing Doors Off Lockers

When faced with a row of lockers or file cabinets, with each door or drawer requiring a couple of lockpicks, blow off the doors all at once with a LAM, LAW, GEP rocket, or HE ammo. The stuff inside will be fine, and you've only expended one round of ammo rather than a half dozen or more lockpicks.

Bomb Defusing Made Easy

If you need to pass a LAM or gas grenade booby trap, and you don't want to try to grab it, whip out your pistol or other small weapon and shoot it from a safe distance. If you can't get a clear line of sight for an aimed shot, you can detonate it with another grenade in the general area. An EMP grenade will also work.

You Can't See Me

An excellent use for a short-lived thermoptic camo is to walk through blue lasers or to get past a specific turret/camera combination that's pointed where you need to go. The camo makes you invisible to the camera, and you can breeze past or get under the camera (if it's in reach) and disarm it.

You can pull a similar trick with ballistic armor. The camera will see you, but the armor allows you to shrug off much of the turret damage without using up less bulky resources.

Using Keypad or Computer Codes

Getting a password or code isn't good enough. You must "learn" the information from within the game in order to use it. Therefore, even if you know that the password is "lemmein," you still have to find a source of that information within the actual game. (We'll tell you where to find it.)



Damage

In *Deus Ex*, you can be hurt in a variety of ways. Some damage hits a specific part of your body; other damage affects your body as a whole, starting with your head. Here are descriptions of the different damage types.

Impact Shot

This is the most basic damage. You take impact damage from bullets, falling, collisions, explosions, and other similar events.

Sabot

Sabot damage is armor piercing. It matters to you only if your target is armored (e.g., robots).

Poison

Poison damage is gradual. Most people (and creatures) take 5 points of damage every 2 seconds, for 16 seconds (up to 40 points). Because of your improved bionic resistance, you take poison damage for only 8 seconds (up to 20 points) unless you counteract the poison sooner. Some poison comes in clouds (see "Tear Gas and Poison Clouds").

Tranquilizer

Tranquilizer damage is also gradual (5 per 2 seconds, for 16 seconds). It doesn't kill, but anyone who's knocked out stays down. So, for your purposes, it's as effective as killing.

You don't pass out when you are hit by one of these, but you'll have impaired vision for a short time.



Tear Gas and Poison Clouds

Tear gas and poison clouds cause most people (but not you) to stop and rub their eyes for several seconds. These items also deliver one point of damage per cloud (either tear gas or poison damage).

Halon Gas

Halon gas (from a fire extinguisher) puts out any fire it meets. It also causes most people (but not you) to stop and rub their eyes for a few seconds.

Radiation and Shock Damage

Radiation and shock (electrical) damage varies greatly in intensity. You may continue taking damage if you remain in a radiation or electric field, depending on the field.



Stunning

Stunning stops anyone (but not you) for about 15 seconds but causes no physical damage.



Fire

Fire damage can have two effects. In some cases it causes immediate damage from the flash. In other cases, a person or object continues burning, taking 5 points per second for up to 30 seconds (or until the fire is extinguished).

Nothing takes both types of fire damage from a particular attack; it's either one or the other. Anything immune to catching fire takes the flash damage instead. You aren't immune to burning (unless you've got the necessary protection).

EMP Damage

EMP damage doesn't affect a robot's physical hit points; it reduces EMP points. A robot that loses all EMP points becomes inactive. Organic beings don't take EMP damage.

Scramble Damage

Scramble damage (from a scramble grenade) affects only machines and causes them to operate erratically for a minute or two.

Explosions

Explosions cause physical damage. (Some barrels seem to explode, but actually release clouds of poison.)

Damaging Clouds

Explosions and weapons that create clouds create multiple clouds, and each cloud inflicts its own damage. If you are caught in a cluster of six clouds, you could take six times the damage that you anticipate.



Falling

Jumping and falling damage is applied to your legs first, then your torso.

Enemies

Default Human (Civilian) Stats

All "generic" humans have the following specifications. When considering health, damage to the head is always doubled.

Weapons listed for characters change from mission to mission. The ones listed here are the most commonly found.

Any civilians who shoot at you have a base accuracy of 40 percent.

Man

Speed: 6

Health: 25 (head), 50 (each other area)

Woman

Speed: 4

Health: 25 (head), 50 (each other area)

Child**Speed:** 5**Health:** 13 (head), 25 (each other area)**J.C. Denton**

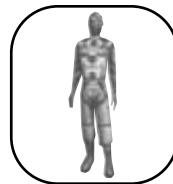
Just for comparison, here are J.C.'s stats. Note that his maximum health depends on the game difficulty setting you choose; on Easy difficulty, he's a walking tank, but on harder levels, he's much more vulnerable.

Easy: 400**Medium:** 300**Hard:** 200**Realistic:** 100**Thugs**

When you're fighting thugs, they have a base accuracy of 40 percent.

Thug**Speed:** 6**Health:** 25 (head), 50 (each other area)**Equipment:** Pistol, crowbar, sawed-off**Gang Leader or Member****Speed:** 6**Health:** 25 (head), 50 (each other area)**Equipment:** Pistol, sword**Smuggler****Speed:** 6**Health:** 25 (head), 50 (each other area)**Equipment:** Pistol, crowbar**JoJo Fine****Speed:** 6**Health:** 38 (head), 50 (each other area)**Equipment:** Stealth pistol, crowbar**military**

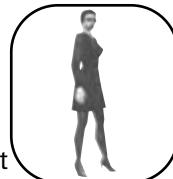
Most military characters have a base accuracy of 90 percent with weapons. For those who explode upon death, the explosion delivers 100 points of damage over a radius of 16 feet. If you want their loot, knock 'em out—don't kill 'em.)

Terrorist**Speed:** 6**Health:** 19 (head), 38 (each other area)**Equipment:** Various**UNATCO Troop****Speed:** 6**Health:** 25 (head), 50 (each other area)**Equipment:** Various**MIB (Men in Black)****Speed:** 6**Health:** 88 (head), 175 (each other area)

The MIB explodes upon death. He will not run away, no matter how injured he is.

**WIB (Women in Black)****Speed:** 6**Health:** 75 (head), 150 (each other area)

The WIB explodes upon death. She will not run away, no matter how injured she is.

**MJ12 Troop****Speed:** 6**Health:** 25 (head), 50 (each other area)**Equipment:** Various**MJ12 Commando****Speed:** 6**Health:** 63 (head), 125 (each other area)**Equipment:** MJ12 commando gun, MJ12 rocket launcher

The MJ12 Commando is immune to tear gas and poison gas, and has 50 percent resistance to fire and poison damage.

MJ12 Commando Gun Stats**Hit Damage:** 15**Base Accuracy:** 80%**Accurate Range:** 300 ft.**Max. Range:** 600 ft.**Noise Level:** 1.0**Reload Time:** 1.0**Rounds per Second:** 5

You can dodge the MJ12 Gun.

MJ12 Rocket Launcher Stats

Hit Damage: 50 (Sphere, radius 16 ft.)

Base Accuracy: 85%

Accurate Range: 300 ft.

Max. Range: 600 ft.

Noise Level: 1.0

Rounds per Second: 2

You can dodge the MJ12 Rocket Launcher.

Named Military Characters**Anna Navarre**

Speed: 7

Health: 100 (head);
150 (each other area)Equipment: Assault rifle,
combat knife

Anna Navarre is immune to poison. She explodes upon death and has Cloak augmentation.

Maggie Chow

Speed: 6

Health: 25 (head),
50 (each other area)

Equipment: Dragon Sword

**Gunther Hermann**

Speed: 7

Health: 150 (head),
200 (each other area)Equipment: Assault rifle, combat knife,
flamethrower

Gunther Hermann is immune to stun, fire, scramble grenade, and EMP. He has 90 percent immunity to tear gas, poison gas, poison, halon gas, radiation, and shock. He explodes upon death.

Joseph Manderley

Speed: 6

Health: 25 (head),
50 (each other area)

Equipment: Pistol, combat knife

**Paul Denton**

Speed: 10

Health: 50 (head),
100 (each other area)Equipment: Assault rifle, plasma rifle,
sword

Paul Denton is immune to stun, fire, scramble grenade, and EMP. He has 90 percent immunity to tear gas, poison gas, poison, halon gas, radiation, and shock. He has Cloak augmentation.

Sam Carter

Speed: 6

Health: 25 (head),
50 (each other area)

Equipment: Assault shotgun, combat knife

**Walton Simons**

Speed: 6

Health: 225 (head),
300 (each other area)

Walton Simons is immune to stun, fire, scramble grenade, and EMP. He has 90 percent immunity to tear gas, poison gas, poison, halon gas, radiation, and shock. He has several augmentations.

Robots and Objects

Robots shut down completely if hit with enough EMP damage. They are immune to tear gas, halon gas, poison gas, radiation, poison, and unconscious attacks. They reduce shot and fire damage by 75 percent and prod damage by 50 percent (and aren't stunned).

Security Camera

Health: 50 (in one blow)

Automated Gun Turret

Health: 50 (in one blow)

Hit Damage: 5

Base Accuracy: 50%

Rounds per Second: 4

Door

Health: 0–100

Wooden Crate

Health: 10

Medbot

These bots heal you.

Speed: 6

Cleaner Bot

These bots clean up.

Speed: 9

EMP Hit Points: 50

Repair Bot

These bots recharge you.

Speed: 3

Charge Amount: 100

Charge Refresh: 60 sec.

Military Bot

Speed: 1

Health: 150 (head),
300 (other)

EMP Hit Points: 200

Equipment: Robot MG,
robot rocket

Robot MG (machinegun) Stats

Hit Damage: 6

Base Accuracy: 70%

Accurate Range: 300 ft.

Max. Range: 600 ft.

Noise Level: 1.0

Reload Time: 1.0

Rounds per Second: 10

Robot Rocket Stats

Hit Damage: 100 (Sphere,
radius 16 ft.)

Base Accuracy: 85%

Accurate Range: 300 ft.

Max. Range: 600 ft.

Noise Level: 1.0

Rounds per Second: 1

You can dodge this rocket.

Security Bot Mark 2

Speed: 3

Health: 38 (head), 75 (other)

EMP Hit Points: 40

Equipment: Robot MG



Security Bot Mark 3

Speed: 3

Health: 38 (head), 75 (other)

EMP Hit Points: 50

Equipment: Robot MG

Security Bot Mark 4

Speed: 3

Health: 63 (head), 125 (other)

EMP Hit Points: 100

Equipment: Robot MG



Spiderbot (Huge)

Speed: 3

Health: 100 (head), 200 (other)

EMP Hit Points: 100

Attack Stats

Hit Damage: 25

Shock Damage: 15

Base Accuracy: 100%

Accurate Range: 40 ft.

Max. Range: 80 ft.

Noise Level: 1.0

Rounds per Second: 0.6



Spiderbot (Maintenance)

Speed: 10

Health: 20 (head), 40 (other)

EMP Hit Points: 25

Attack Stats

Hit Damage: 5

Shock Damage: 8

Base Accuracy: 100%

Accurate Range: 20 ft.

Max. Range: 40 ft.

Min. Range: 6 ft.

Noise Level: 1.0

Rounds per Second: 1



You can dodge the Maintenance Spiderbot's attacks.

Creatures

Doberman

Speed: 8

Health: 5 (head), 10 (other)

Bite Attack Stats

Hit Damage: 5

Base Accuracy: 50%

Accurate Range: 5 ft.

Max. Range: 5 ft.

Noise Level: 0.1

Rounds per Second: 2

Greasel

Speed: 11

Health: 25 (head), 50 (other)

The Greasel is immune to tear gas, poison gas, and halon gas.



Spit Attack Stats

Hit Damage: 15

Base Accuracy: 85%

Accurate Range: 18 ft.

Max. Range: 28 ft.

Noise Level: 1.0

Rounds per Second: 0.6

You can dodge the Greasel.

Gray

Speed: 11

Health: 13 (head), 25 (other)

The Gray is immune to radiation, fire, tear gas, halon gas, and poison gas. It emits dangerous radiation in a 16-foot radius causing 10 damage per second.



Swipe Attack Stats

Hit Damage: 6

Base Accuracy: 100%

Accurate Range: 8 ft.

Max. Range: 8 ft.

Noise Level: 0.1

Rounds per Second: 2

Psionic Blast Stats

Hit Damage: 8 (Cone)

Base Accuracy: 85%

Accurate Range: 18 ft.

Max. Range: 28 ft.

Noise Level: 1.0

Rounds per Second: 3

You can dodge the psionic blast.

Karkian (Full Grown)

Speed: 13

Health: 100 (head); 200 (other)

Notes: The full-grown Karkian is immune to tear gas, halon gas, and poison gas.



Bite Stats

Hit Damage: 15

Base Accuracy: 100%

Accurate Range: 8 ft.

Max. Range: 8 ft.

Noise Level: 0.1

Rounds per Second: 10

Bump Stats

Hit Damage: 15

Accurate Range: 8 ft.

Base Accuracy: 100%

Noise Level: 0.1

Rounds per Second: 10

This attack deals serious leg damage depending on its speed when it hits.

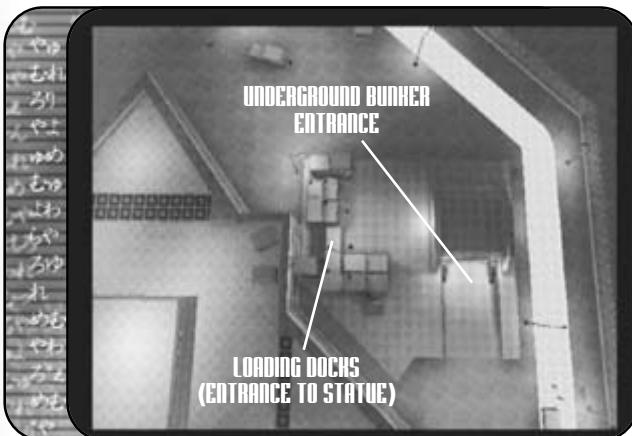
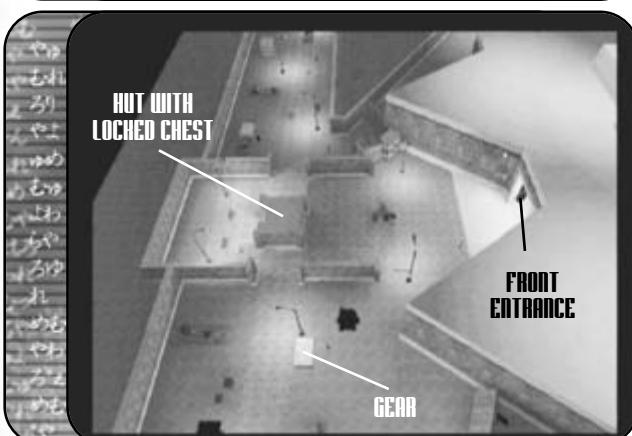
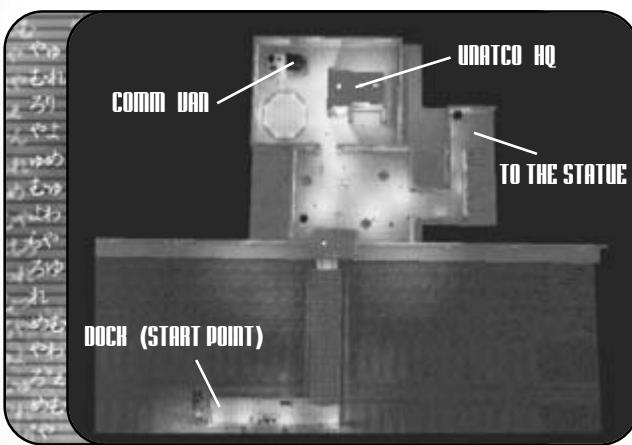
If you drop a dead body in front of a Karkian, it stops for a snack.

WALKTHROUGHS: Rescue the Lady and On the Town

This walkthrough is only one path through the game. Depending on the skills and augmentations you choose, you can approach certain problems differently than we do.

We'll point out alternatives when there's more than one way to do something.

Rescue the Lady



Liberty Island

Your first mission begins on the Liberty Island dock. As Paul briefs you, choose the sniper rifle.

Grab the crowbar and clean out everything on the dock. Two supply crates floating under the dock are worth swimming for.

Locate Paul and talk to him twice more to find out additional information about your past.

Proceed north through the turnstiles, to a courtyard patrolled by UNATCO troops. Don't fire on these guys!



Due north of the courtyard is the UNATCO compound. Talk to Tech Sergeant Kaplan. Talk tough ("I can't speak for command, but I'm gonna clean the place out.") to get the code for the comm van (0451) parked nearby. He offers to sell you some gear.





A small security bot patrols this area. Stay behind it. Either take it out with your EMP grenade or avoid it. Likewise, you can take out the three live sentries in the area or sneak past. If you take them out, do it quietly so they don't gang up on you.

The dark hut near the main entrance holds a locked box with useful items, notably 30.06 ammo. You don't have lockpicks yet, but if you chose a sniper rifle, come back for this ammo.

The Informant

The next stop is Harley Filben's shack on the north docks. After you get past the sentries on the north approach to the statue, your way is clear to the dock. The security bot patrolling the wall (south of the dock) is on your side, so don't worry about it.



On the dock are two more NSF guards. Hide in the southwest corner and blow up the small TNT crate when an NSF agent is in range



When you meet Filben, be friendly ("You can trust me."). He gives you the key to the statue entrance.

In the hut with Filben is a female drifter who offers to sell you ammo. If you have the sniper rifle, buy the 30.06 clip.

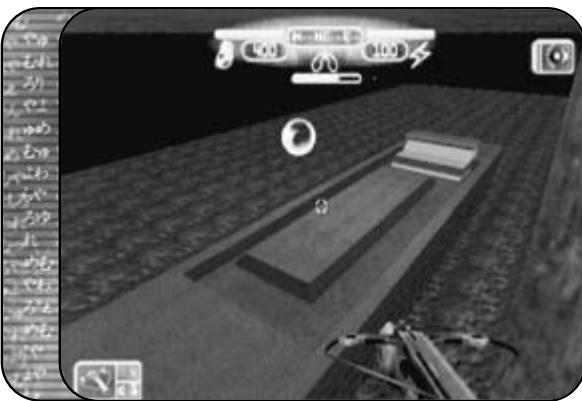


Take down a few patrolling NSF terrorists here, then find a small bunker. Jump up a series of boxes and break a crate for a gas grenade. Unlock a panel at the base of the bunker to access a medbot.

Move north, killing a few more terrorists. A flat bunker near one of the terrorists has a small cache of goodies, including the security computer code (login NSF001, password Smashthestate) for the statue.

Avoid the main statue entrance for now; if you get too close, automated gun turrets fire on you.





Off the dock is a sunken barge that contains a sawed-off shotgun and two weapon mods. Either swim down and pick the trapdoor to get to the goodies, or grab a TNT crate from the dock, throw it into the water over the barge, and shoot it to blow the hatch.

When underwater, don't do more than one thing at a time; rise to the surface between picking up each item. This is a difficult swim for a beginner.

Move on to the big loading dock on the east side of the statue.



Visit the underground bunker nearby. Kill the NSF guards, grab the multitool from the top of the crate by the bunker entrance, and take a hazmat suit from its rack inside the bunker. The datacube near the forklift is your second chance to get the NSF security code.



Hit the button on the back of the forklift, then run to the front, jump up on the fork, and ride it up. Jump across the energy field. Collect a skill bonus and a Clip mod. Use the small crate to jump up and over the generator to get out.

A cluster of three NSF troops to the south is a tough fight. If you clear it, there is another concealed medbot under a bunker nearby.

Now you have to capture the NSF commander.



Avoid lots of fighting inside the statue's base by climbing up the crates on the loading dock and slipping over the wall. From there, you can elect to just continue upward and capture the commander. To take this shortcut, go to the section labeled "Final Approach."

Gunther

If you decide to rescue Gunther, you have two approaches: either go through the front entrance, or climb up the crates on the loading dock and take a flight of stairs to ground level.



If you go through the front door, don't walk right up to it! Use the security panel to disable the automated gun turrets and security cameras the NSF has set up and to open the doors (this is where you use the password you picked up a while back).

There's one sentry in the main room at ground level, but unless you take him out very quietly, he'll call a whole posse of friends to help him. He has a buddy upstairs on the balcony who can see what's going on and raise the alarm, too.



While the sentry's back is turned, crouch and go up the stairs to the balcony. Sneak up on the single NSF agent there and take him out. Sneak down the north stairs and gather the goodies on the desk.



Creep over to the main room's northeast corner and enter the ventilation duct. Grab the multitool in a room with a wooden door. Crawl through a second duct to an office and grab the ATM code and the medkit.



Now go back to the wooden door and either pick it or break it down. Take out the three terrorists guarding Gunther; try to be stealthy.

In the room just outside Gunther's cell, cross quickly to the northeast corner (behind the desk) to avoid the turret's line of fire. Then hack the security panel to turn the turret off and open the cell.



When you free Gunther, he'll ask to borrow your pistol. Give it to him. You can now take out the sentry in the main area at your leisure. Use the ATM code you grabbed from the office at the ATM in here.

Final Approach

Whether you went up the stairs from the main room or climbed up the crates on the loading dock, do not bother with the *outside* guards on the upper level of the statue. Climb the stairs leading up into the statue, watching for guards and LAMs as you go.



Dispatch the guards at the top of the stairs. When you reach the NSF command post, the commander immediately surrenders. Ask him to tell you about the shipment, and talk to him repeatedly for additional information.

While you're interrogating the prisoner, a UNATCO trooper strolls in and tells you that the island has been completely retaken; your mission is over.

Grab the augmentation canister, then head for HQ.

TIP
Make a final "victory lap" around the statue. The UNATCO troops will have stripped all the NSF bodies, but you can still break open crates and grab loose items. This is a good time to go back to the hut in front of the main statue entrance and pick the lock to the locker there.

Debriefing

Report to UNATCO HQ. The HQ has three levels, and you start out on the top (Level 1).

Anytime you visit HQ, steal supplies, hack every computer you can get your hands on (yes, you can hack into a computer while its owner is sitting right there watching you), and hack the ATM.

III



Go to the lowest floor (Level 3), and talk to Dr. Jaime Reyes in the sickbay. While you're there, install your first aug (if you haven't already) and grab the medical supply closet key. Visit the closet and pocket the medkits.

Next, check in with your tech, Alex, across the hall. To get into the closet and grab some gear, use a nano-tool or hack into Alex's mail, which has the lock code (2001) in the header of a message.

Alex's room has a false floor to a crawl space. It's just past the counter to the right of the entrance. The trap door is nearly invisible to the naked eye, but if you pass your cursor over it, you can detect it. In the crawl space is a key to the two offices on Level 1.

Talk to Alex and check the datacube, which gives you Gunther's computer login.



Next, report to General Carter in the supply room. Accept the stealth pistol. If you haven't already used them, you can now use your weapon mods on this pistol.



Before heading upstairs, make a quick run through Gunther and Anna's office, and the lockup beyond it.



You're ready to report to Manderley on Level 2. Grab the closet key off his secretary's desk on the way in. He'll give a cash bonus for the day's operation and brief you on the next mission.



RESCUE THE LADY AND ON THE TOWN



Head out to the south docks and click on the launch to go to the next mission.



Before leaving HQ, use the keys you collected. The furnace in the closet on Level 2 has a locked panel concealing a biocell.

Also, don't forget to stop by your office and check your e-mail. Next to your office is a dayroom with vending machines, an ATM, and a locked cabinet full of crossbow ammo. If you don't already have a couple candybars or soy food packets in inventory, hit the vending machine for food, too.



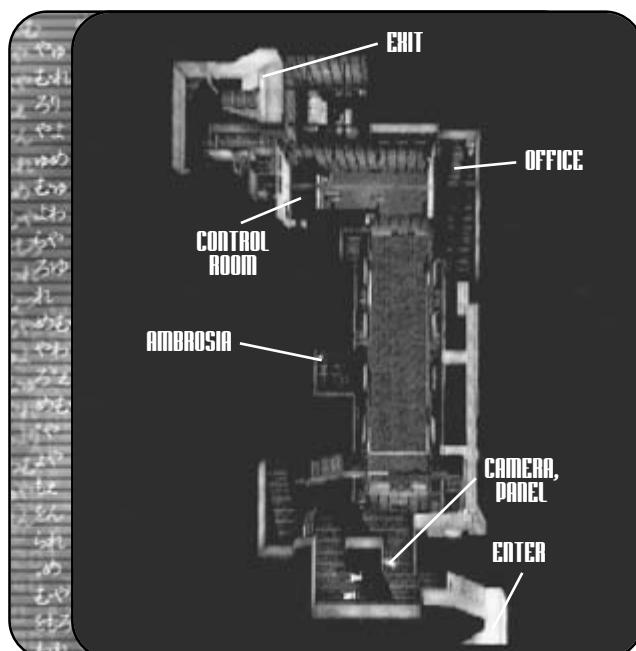
You'll find Anna and Gunther in here talking over vital security matters. Talk to Anna.

The locked offices on Level 1 have some goodies that are worth grabbing. Use the key you grabbed from the false floor in Alex's office.



On the Town

Castle Clinton



Beneath Castle Clinton



When you arrive on the docks near Battery Park, you chat with Anna before she runs off.

There are two approaches to Castle Clinton. You can burst in the front door, guns blazing, or you can find the "bolt-hole" and sneak in from the back.

Both strategies work. The frontal assault is a tough fight (although you'll have allies), but with some Computer skill you can hack security and do away with all turrets and cameras. The rear approach lets you pick off enemies one by one, but you'll have to avoid the automatic security. We take the back way.



The bolt-hole entrance is behind the soda machine next to where you landed. The locked box on the wall conceals the keypad to get in.

You can trade a candybar or package of soy food to the urchin on the docks in exchange for the code (9183).

The first room (with the water) is safe. When you're finished there, crouch and start to sneak. There's a camera and turret at the bottom of the stairs, but if you stand right beneath the camera, you can avoid being spotted.

There's a control panel on a wall outside of the camera's view. Run up and hack it to disable most of the cameras in this base and set the turret to attack enemies.

Work your way carefully downstairs, taking out terrorists as you go. One has a flamethrower, so watch out. If you want to be sneaky, you can use ventilation ducts near floor level.



Loot the small office you come to, taking a nano-key from the desk.



Near the office is a room with crates. Go through this room and up some stairs. Take a left to the control room. You must either pick the door or blow it up with a LAM. In the safe is an augmentation canister.





Hack the security panel in this room to turn off the camera, then return downstairs and locate the Ambrosia.

You should get an infolink message saying you've completed the mission. Go up the stairs you were just on and take a right.

You can now head up to the surface. When you emerge into the hut at the top of the stairs, you meet a boy who trades you some information for a snack.



Search the area for gear and clear the courtyard of any remaining terrorists. To do this, shoot a few rounds then dash outside, where Anna and the other UNATCO troops help you fight.

Afterward, talk to Anna. She briefs you on your next assignment. Be humble and friendly ("I'm learning as I go.") and she'll give you two EMP grenades; otherwise, you just get one.



Hostage Crisis

Your next assignment is to free hostages in the nearby subway station. As you approach the station, a firefight starts between the NSF agents guarding the entrance and UNATCO agents.

Participate in the fight, but let the UNATCO troops do most of the work.

Once the shantytown around the subway entrance is clear, search the shanties. The best stuff is in the crates stacked between the shanties, but there are a few useful items inside.

There are three ways to get down to the subway. The first is a frontal assault past the guards behind the barricade. This will work best if you have some explosives and are willing to use them.



The other two ways are through either a large trapdoor next to the subway entrance or a ventilation duct in the floor of one of the shanties. Both lead to the subway's air conditioning system.

There are two levels of air conditioning shafts. The upper leads to a string of ceiling grilles near the train, and the lower leads to a series of floor-level grilles along two walls of the station.



Snipe at the terrorists from the ceiling grilles; fire once or twice, then quickly pull back. Avoid the TNT crates lined up near the train.

From the floor grilles, go to the corner where the hostages are kept, stealthily take out nearby guards, talk to the hostages, open the train, and slip away.

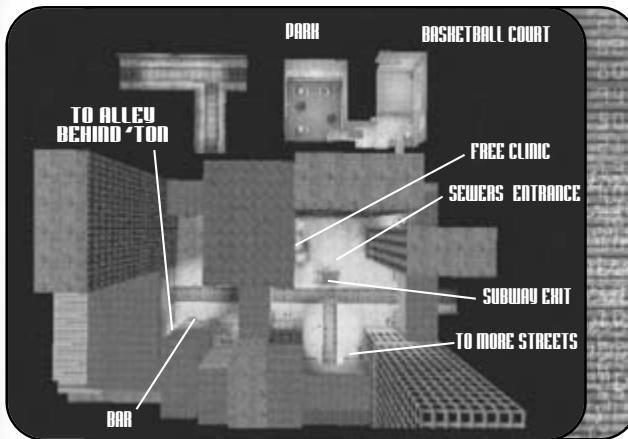


Even if you want to clean out the place, it's still a good idea to open the train and get the hostages safely inside as soon as possible.

After you've rescued the hostages and collected equipment, step into the train to ride uptown.



Uptown



Hell's Kitchen, Main Area

When you arrive in Hell's Kitchen, you find several frightened people hiding in the subway station. Don't forget to hack the ATM.

As you start up the stairs, Paul meets and briefs you. He also gives you ammo and the key to his hotel suite.

Your task now is to take out an NSF defensive shield generator, but first you must figure out where it is.

You can take the following actions (everything between here and "The Warehouse") in any order you want. Just be aware that certain events may be triggered when you get close to them, and you may need to react to them quickly.

Exit the subway to Hell's Kitchen. You get an infolink from Alex advising you of a hostage situation at the Hilton (a.k.a. the 'Ton). You can deal with that later. For now, look around for equipment and encounters. You should do the following:



1. Rescue the mole person. On the basketball court, there's a street person being harassed by a couple of NSF thugs. Take out the thugs, and their grateful victim will give you a password (*Underworld*) that will come in handy in the next mission.



2. Help Sandra Renton. She's being harassed by her pimp; run him off (just act tough). Talk to Sandra twice and she'll give you the password to the Smuggler's bunker (*Bloodshot*).

3. Look for a little park with some ammo in it.



Remember that just knowing what the password is from reading this walkthrough won't do you any good. You must actually play through the encounter where you're given the password, or you won't be able to use it.

Free Clinic

The Free Clinic is next door to the small park. Don't go in with a weapon showing, or you'll scare everybody away.

Talk to everybody inside the clinic.



Don't buy anything from the doctor in the lobby; you can get a better deal. Go into the morgue/examining room and help calm down the irate patient (no need to get violent). The doctor will offer you a slightly better deal on treatment.

The surgery bay code (2153) is expensive, but useful. You'll be spending a good deal of time in this neighborhood.

Take the medkits from the cabinet in the examining room. If the cabinet is locked, either break it open or pick it.



Underworld

Look for the Underworld tavern. Hack the two ATMs near the front entrance.



Do not go into the Underworld with a weapon showing.

Inside, you can grab anything that's not behind the bar.

Talk to everybody in the bar. You meet several people important to your future (Jock the chopper-jock and Joe Greene, a tabloid reporter). If you already saved Sandra, she'll be here, and you can find out more about her story.

Talk to Janey, Sandra's friend. If you haven't rescued Sandra, she expresses concern about Sandra. If you have saved Sandra, Janey gives you the code to the elevator (3316) leading to the rooftop of the Osgood & Sons warehouse.

A man chatting near the bar gives you the code to the elevator (3316) that leads to the rooftop of Osgood & Sons warehouse. Let him finish his conversation before bothering him.

The 'Ton

There are two ways into the 'Ton: the front door and the back door. We take the back way because it's more fun.

In the alley behind the 'Ton, you find a fire escape ladder hanging down. A UNATCO trooper is stationed nearby.

You need a small crate to reach the ladder. There's one nearby.

A couple flights up, there's an open window. This leads to your brother Paul's apartment. There's a medkit in the bathroom and food in the kitchenette, plus a message for you on the coffee table.



Paul has a secret "spy room" containing his computer and gear. The keypad to open this secret room is behind the picture on the wall. The code is 4321; this code is on a datacube in the apartment. Paul's also left you his net access code, so you can read his e-mail.

Once you've cleaned out the apartment, approach the apartment's front door. The terrorists will start to kill the hostages in the outer hall, so it's vital that you move quickly.



Unlock the door, draw your weapon, open the door, and immediately engage the terrorists. Only by maximum speed and efficiency can you hope to save both hostages. Get a password (Righteous) by talking to a hostage.

On the balcony, behind a plant, is a message cube containing an ATM passcode (login 543654, PIN 5544).



Go downstairs using the broken elevator shaft—there's gear at the bottom.

In the first-floor office, a third and final terrorist is holding the hotel manager (who also happens to be Sandra's father) at gunpoint. Rescue him, then collect the credit chit and the key.

The key opens a door on the second floor. You find a couple of overdosed Zyme addicts. Grab the unused vials of Zyme; these come in handy in the next mission. A locked closet contains a bioelectric cell and a medkit. It sounds like there's a party in a third room at the top of the stairs, but you can't get into it.

On your way out, hit the ATM machine near the front door.

The Smuggler



The entrance to the Smuggler's lair is just behind the subway station. Push the button and give the correct password (Bloodshot), to be let in.



Take the lift down to an abandoned garage. There are a few items scattered about the place. The area behind the chain-link fence is for show; you can't get to it.

If you trip the laser trigger, you'll have to fight the Smuggler's commercial security bot. Go over to the little hut in the corner and jimmy the electric panel to turn off the laser (there's even a multitool already in the hut).

When you get to the Smuggler, you find that his prices are high. He offers you a deal, though. His friend, Ford Schick, is being held captive by some mysterious government

thugs in a sewer base. If you can get Ford out, he'll drop his prices significantly (one-third of the original price).

To help you in your task, he gives you a key that will open the trapdoors leading to the sewers.

Upstairs is the Smuggler's bedroom. There's a wall safe next to the cot and a digital keypad on the wall



behind the cot. You can hack the keypad and pick up some useful stuff (a medkit and some thermoptic camo).

There's also a "back door" into the Smuggler's place: through the storage unit behind the basketball court. The ladder in the entry area leads up to this exit.

The Sewers

There are two entrances to the sewers, both of which can be opened with the key you received from the Smuggler.

The one nearest the subway involves a long trap gauntlet, but it allows you to gather information and resources that will be useful to you inside.

The one near the alley next to the 'Ton takes you directly into the middle of things. You'll miss a lot of tricky traps, but you'll be dropped directly into a fairly intense firefight, and without some very useful intelligence.

We assume you use the entrance by the subway, because that's the most complete route. Don't try this route unless you have a few multitools ready. If you have only a couple of multitools, you're probably better off taking the other entrance.

When you see a laser trigger, look around for the electric panel that deactivates it. Triggers that can't be deactivated can be avoided with a little careful maneuvering.

Entering the sewers from the entrance near the subway, you find an electric panel right away. Disarm it using multitools.



You come to an L-shaped intersection with an automated gun turret at the junction. The turret won't activate unless you trip a laser. Disarm a second panel here.

At the far end of the "L" is a ledge with a ladder. On the ledge, you find a corpse—someone in a uniform you haven't seen before. It has lockpicks, multitools, and the door code (2167) to get into the base proper. (This code works on most keypads in the base.)

To enter the base itself, return to the junction and pick the lock on the wall box, then enter the door code.



Down the hall, behind a laser trigger that you can crouch under is a door. On the other side of the door is a hallway with a camera directly opposite a security box.

Hack the security computer. It's difficult to do this without setting off an alarm, but the important thing is to get into the security computer and disable the cameras and turrets.

You come to an entrance leading to a large, open pool with walkways leading across it. Kill the troopers here.

In the middle of this watery area is a small ready room with a datacube containing the security code for the complex (login MJ12, password Coupdetat), but you've already hacked the system.

The water is toxic, but you can get across that way by using your Environmental Resistance aug or a hazmat suit. Don't bother with the gear floating in the water and another on the pipes that feed into the pool.

III

Across the room is a corridor. Follow it, opening doors along the way, until you reach another door with a security panel. Use multitools to open it.

Beyond is a landing with a security panel you can access; it's easy to sneak under the camera's line of sight to the security panel. Kill the trooper here.



Three toxic barrels are on the floor below. Use them to kill the troopers there. Go down after they're dead.



There are a few doors downstairs. One leads to a chemistry lab that contains your goal, Mr. Ford Schick. Talk to him and let him know he can leave.

There is also a barracks with a data pad giving you a computer login (login Jsteward, password JS1357) and a computer that will reveal your first concrete bit of data about the secret organization known as Majestic 12.



A small flooded room that contains a few crates is down here, as is an armory full of useful weapons and ammo. The armory door is the only keypad in the complex that doesn't respond to the 2167 code; you must break in.

Leave when you're done. Don't forget to drop in on the Smuggler after his friend is safe.



The Warehouse

You should now have everything you need to begin your assault on the NSF generator.

Start at the Osgood & Sons warehouse. You should have the code to get in (3316) from the girl in the bar.

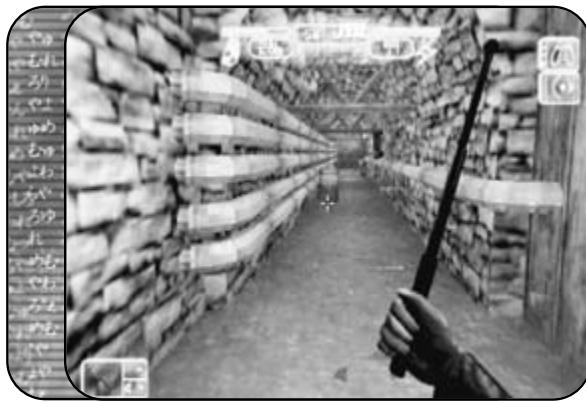


You can also enter through a basement window at the bottom of some nearby stairs.

III

Inside the warehouse are crates, plus a locked closet that contains an augmentation upgrade canister and more. Either hack the panel or blow the door with explosives.

After you pick up this stuff, you must get to the rooftops. There are two ways up.



Method 1: Move aside two large crates blocking a hall. Follow the hall downstairs to a basement tunnel guarded by laser-activated turrets. Shoot explosive barrels near the turrets to destroy them.

Walk down the hall through the laser beams, duck under some pipes, and get into an elevator leading to the rooftops.



Method 2: Open a side door in the crate room. Follow the hall to an alley trapped with a LAM. Disable the LAM and climb the fire escape to the rooftops.

For this walkthrough we assume you take the elevator.



The roof you're on is clear, but NSF snipers are nearby. Proceed cautiously and take them out as you go. Climb a pair of ladders to reach a higher rooftop. From there, snipe the snipers. Clear out the troops below before starting down.



Go down to the elevator, then up the nearby metal stairs and through the door. Go down the hall, break the window, and enter the fire escape (crouch to get through the window).



Make your way down from rooftop to rooftop. The roof with the stained glass skylight is tricky to get to, but it's worth the effort. Climb up a ladder to the billboard, run across a ledge in front of the billboard, then run across the catwalk to the roof. Once there, there is a datacube with the code to the basement office (9923).



From the skylight roof, make your way down ladders. Go down to a roof where you open a door that leads to an elevator shaft holding a nonfunctional elevator. Climb down the emergency ladder. You hit ground level. Follow the hallway.



The hallway leads to a door that opens on an area surrounding the generator building. There are four ways to get in—all tough.

- 1. Take a ramp to the building roof and make your way down to the generator. This way gives you the advantage of height, but there are plenty of guards between you and your goal. Another advantage is that it clears your escape route.**
- 2. Jump down, unlock the door (the NSF guard has the key), and walk in. This is a tough fight, particularly when you're making your way to the roof to escape.**
- 3. Go around to the cellar entrance and use the key code you found (2577) to get in that way. This is a tough fight.**
- 4. Look for a side passage that leads to an alley (watch out for LAMs) and find a grate that leads to a sewer entrance. You get an exploration bonus when you swim through the sewers. Come back and pick that up later.**

This walkthrough assumes that you take option #1.

Kill the guard and dog in front of you as you exit the door, then move forward to a ramp leading up. Take it, then take ladders the rest of the way to the building's roof.

From the roof, make your way down through the warehouse, eliminating all opposition as you go. Expect intense combat. Take it slowly.

You can hack a computer on the second floor of the building to shut down the generator. Optionally, you can fight your way to the bottom and blow it up by shooting one of the explosive barrels near it. (Shooting from an upper balcony is safest.)



Now you're ready to head back. A helicopter lands on the roof of the generator building and disgorges Gunther, who's ready to relieve you. Make your way to the roof and head for base.



Clean up or explore the alley outside the building before entering the helicopter.

Here are a few strategies for the alley entrance, should you decide to explore it:



- There are LAM booby traps in the alley. Grab them before they detonate; they're useful. Look for a data pad near the sewer grate; it gives you the code to open the basement ramp (2577).
- A sewer grate leads to a room where you can walk across a pipe to turn a valve wheel. This wheel opens an underwater tunnel that leads to the generator building basement.
- You need some Swimming skill or an Aqualung to swim this tunnel.
- There is an augmentation canister located inside of the warehouse, underneath a desk, inside of a safe.

The Lebedev Sanction and Inevitable Choices



The Lebedev Sanction

HQ



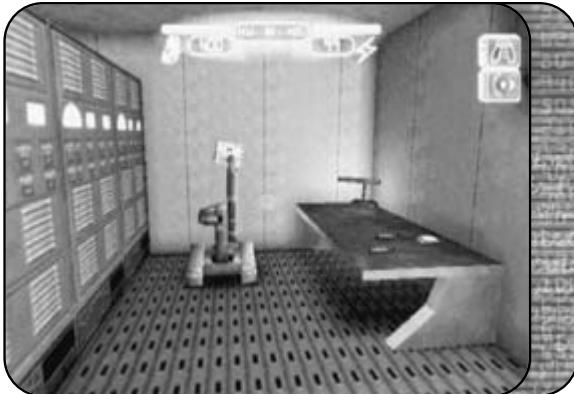
When you arrive at HQ, a pair of MIBs greets you. Proceed to your office on Level 2.

When you check your mail, you find an ominous message from Paul.



In Manderley's office, wait while he finishes a conversation with the mysterious Mr. Simons. Stand near the door to eavesdrop.

When Simons leaves, talk to Manderley. After the briefing, hack Manderley's computer.



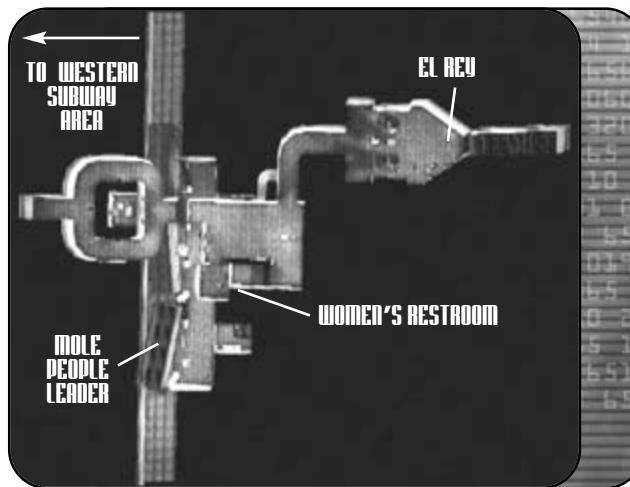
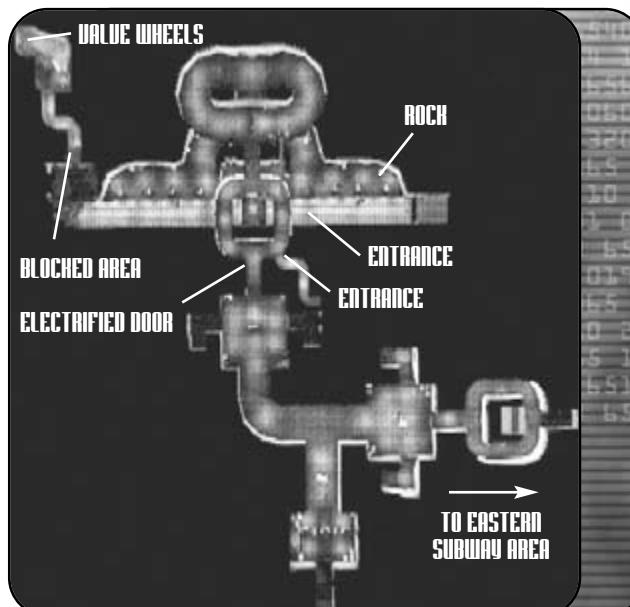
Make your rounds of the rest of the complex, cleaning things out as you go. Lots of gear has been restocked.

Jaime's busy with a couple of patients. As for Carter: If you were too gung-ho in the last mission, it annoys Carter enough that he refuses to issue you any ammo. (He gives you an Accuracy mod, and a couple of multitools.)

Down in the lockup, Simons is conducting his interrogation. You can eavesdrop, but this annoys Simons.

After you're healed and restocked, head out to the chopper. Drop by the comm van to find a repair bot at work on the security panel. Use the repair bot to replenish your energy reserves.

Going Down



Jock drops you off in Battery Park; you've been here before.



There are a few goodies scattered around Castle Clinton and the shantytown. In one of the shanties is a locked box containing the code for the entrance to the tunnels (6653) and a PS20.

If you got the Mole People password in Hell's Kitchen, you can also get the code by talking to a bum in another shanty.

Down in the subway, Harley Filben sells you the password for 500 credits. Talk to him twice to find out more about Lebedev.



Go to the phone booth in the subway and punch in the code on the keypad. You are conveyed to the secret tunnels below.

After a short passage through a tunnel, you emerge in the abandoned Brooklyn Bridge subway station.



Talk to everybody in the station. One exception: In the southeast corner is a drug dealer named Rock. If you talk to him, he can become violent. Kill him and take all his gear.

When you're done, take the stairs up. Upstairs, a gang called the Rooks has set up headquarters. Don't attack them, and they won't attack you.

To get to the other end of the station, go through a doorway that's electrically charged.



Either run through the electricity, hack open the other door, or break cardboard boxes concealing a nearby wall grate. Use a crate to climb up to this grate, then follow a ventilation duct to the room beyond the electrical doorway. Grab gear in here, then disable a wall panel to cut the electricity outside.

Go to the other end of the subway complex, keeping a lookout for more gear.



Descend the stairs into another station and enter a ruined train. Inside the train is Charlie Fann, the gatekeeper for the Mole People. He gives you a mission: Blow up the debris blocking access to the Mole colony's water supply. Restore the flow. In return, he'll tell you how to get to their tunnels.

To blow up the blockage, you need a LAM (or a LAW or GEP gun). If you don't already have one, you must get one. There are two ways.



The gang leader, El Rey, is at the eastern end of the upstairs area. He'll sell you a LAM for 750, which is not a bargain. If you haggle, he'll offer to give you the LAM for killing Rock. Because you've already done this, you can get the LAM immediately.

In the men's bathroom nearby is a junkie who has a LAM he'll sell for a vial of Zyme; use the Zyme you picked up at the 'Ton.

LAMs are useful, so get both of them if you can, even if you already have one.



Now you can blow up the obstruction. Return to the western end of the subway system, go downstairs, and walk to the end of the track. Open a door and pitch a LAM into the timber blocking the hallway.



In the room beyond, watch out for the leaking steam; it's superheated and dangerous. Sneak in through the pipe (use a lockpick), or jump over (be ready to spend some medkits afterward).

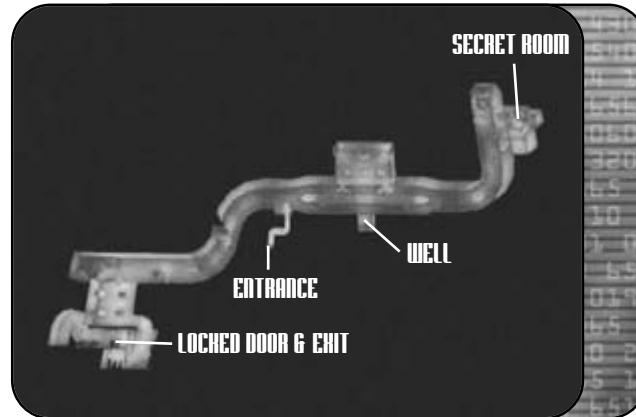
Turn the two valve wheels on the other side, to accomplish your goal (this will also turn off the steam).

Go to Charlie, and he tells you the code to Mole People territory (5482) and the location of the entrance (the women's restroom).



The women's restroom is outside the wrecked train. There's a keypad under the sink. Use the code, and a wall section opens. Go inside.

Mole Town



You come out in the Mole People's tunnel. From here, you can snipe a few NSF troopers.



Explore the entire tunnel, taking out as quietly as possible any NSF you see. It's important to keep the Mole People out of the line of fire.



After all the visible NSF are dead, wait for the Mole People to calm down, then ask questions. Eventually you'll get to Kevin Bradley, the headman of the Moles. He'll be near the well or by the bathrooms near the west end.

He tells you that the NSF leader is in a secret room on the east end of the tunnel, and that you can open the room by pressing a brick.



Proceed to the east end and look for some large cardboard boxes that conceal the secret brick. Destroy them. The brick is behind them, at floor level. Press it.

If you enter the secret area with no weapon drawn, the NSF leader will surrender. Otherwise, you might have to kill or tranquilize him.



Pick up the key to the exit and go on your way. There's also a flamethrower on the desk in this room.

The key opens the door to the locked bathroom at the opposite end of the tunnel. Open it and proceed.

Gauntlet

To get to Lebedev, navigate through a long and well-guarded tunnel.



Your first test is at a branching intersection. To the right, the way is blocked by steam; to the left are laser-triggered turrets.

You can bypass the former by picking the lock to a wall box and turning a wheel valve. Or, you can disable the lasers by using multitools on a different wall box. Make the decision based on whether you have more lockpicks or multitools.

After you open a path, go over the wall on your chosen side and continue. Both paths lead to the same place.



Turrets guard the next area. The trick here is to sneak up under the camera at the front of the room, then take out the lone sentry before he punches an alarm button.

Grab the key from the sentry's body while avoiding the camera.

Two doors (one locked, one not) lead away from here. The sentry's key opens the locked one.



Both doors lead to the same place. The unlocked door leads through a radioactive area that damages you, but it also has a ledge to one side with some nice equipment, including two bioelectric cells and a rebreather. It's your call whether to go there.



The next room is a pool guarded by more laser-triggered turrets. There are two ways across.

Break into the security panel to deactivate the lasers, then jump across the partial bridge.

Or, crawl through the wall duct, dive into the pool, and swim through the tunnel (the entrance to the tunnel is below the point where you dive in). If you don't mind swimming, the underwater route is cheaper and safer.

Invest a few points into one skill level of swimming. It'll come in handy at several points later, too.

There's an EMP booby-trap on the wall of the tunnel past the hanging bridge. You can get to it from either direction. Watch for it.



The next trap is a room with two commercial security bots. Take them out with EMP grenades or LAMs.

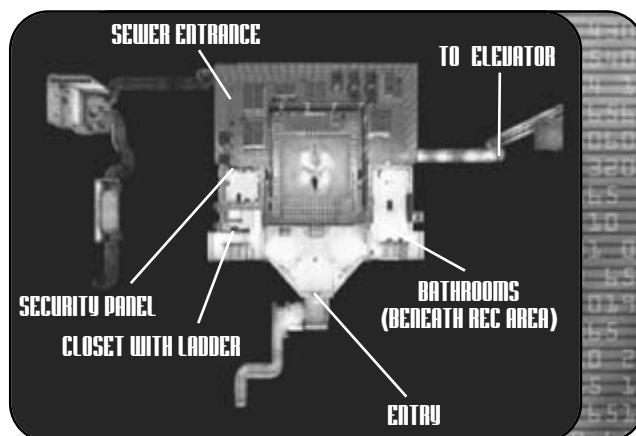
There are holes in the room's wall; use them to hide in if you're trying the sneaky approach.

Look for sabot shells in one of the holes.



After you're past the bots, you're in the room that leads to the helibase. Pick up gear from the floor, including a multitool and a datacube located between the two machines. The datacube has a login and password.

The Helibase



Open the doors to the helibase, and ahead is a guard facing away from you. There's also Ambrosia to the side, and a camera above your head.

Kill this guard without letting the camera see you. Then turn right and run east while the camera isn't looking.



You're in a hallway. Ignore the stairs and investigate the two bathrooms in this hallway. Quietly kill any terrorists in this area. A terrorist in the bathroom has a key that'll come in handy later.

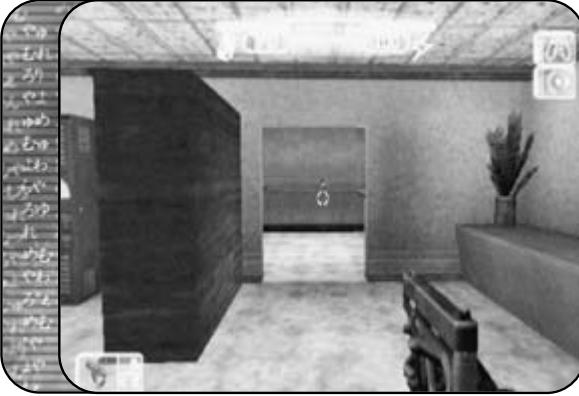
When you're done, run across the main room, to the western side. Avoid the camera.



In the western hallway, clean out the terrorists in the two ground-floor offices. Check the cubbyholes in the desks. Use the computer password you found in the first office.

Climb the stairs. Unlock both doors with your key. The first door leads to a closet with a ladder leading up. Ignore it for now.

The far door leads to a computer room. Clean it out and hack a wall panel to disable all the cameras in this complex.



Behind a potted plant in this room is a button. Press it to open a secret armory. Loot it.

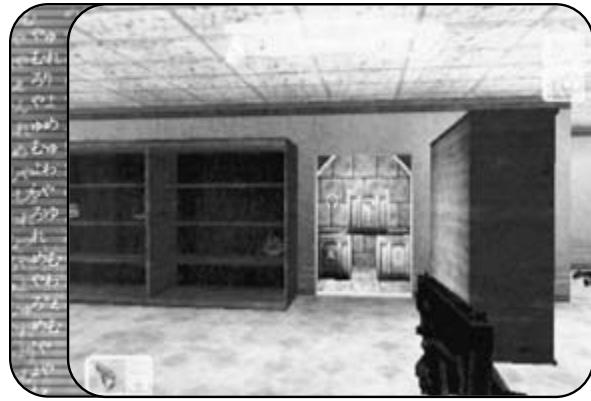
Go to the closet containing the ladder. Climb it to the ventilation ducts.



The ducts lead to two lookout points. Snipe terrorists in the helipad from the first one, then move to the second one.



Snipe more terrorists from the second lookout, then drop into a maze of crates near the helipad. Run around and kill the rest of the terrorists back here. Also, go back and clean out the recreation area located upstairs from the bathrooms. Kill any remaining terrorists in here.



Play with the pinball machines to open a secret wall with crates behind it.

Return to the helipad area. The corridor to the east leads to an elevator that takes you to the area outside Lebedev's hangar at LaGuardia. Don't take this route unless you hacked security with the wall panel earlier; otherwise, the turret will take you apart.



There's also a manhole in the west corner of the hangar that leads to an underwater access. Swim through the tunnel to an open area, then climb the ladder and jump across the two ledges. Push the crate that's in your way into the water.

LaGuardia

We assume you arrive at LaGuardia via the sewer pipe.



You come out near a dock with human sentries and the next container of Ambrosia. To take out the sentries from the water, use tranquilizer darts from a well-concealed position.

The dock is on the west edge of the airfield. Go to the southwestern gate. However, before we walk through that, here are a few other spots with gear that you can either raid now or come back for later.

We recommend sticking to the main goals for now and collecting extra gear later.

There's gear under the dock, but you'll have to dive for it. It's beneath a submarine ridge, which you must dive under.



To the north, inside the entrance from the docks, are a couple of trailers with ammo.



The area you're in is well guarded by commercial security bots and double turrets at the watchtowers in the corners. There's good stuff in the towers, but it's hard to get to without taking damage.



On the south side, where all the crates are piled, there are a couple of places where you can climb up and lie in wait with EMP grenades for the bots.

Go to the northeast corner of the airfield, to go through a big gate. Beyond the gate, near a helipad, is the hut that houses the elevator (the other method of reaching LaGuardia from the helibase).



Do not go through the door while an alarm is on; there's a turret inside.



In the same area as the elevator hut is an enclosure with ammo and supplies, including a Clip mod and an EMP grenade. The downside is that the enclosure is charged with electricity. Break into the electrical panel to stop the electricity.

Don't visit this northern helipad area right now. Keep your exploration to a minimum until later. After the mission is done, you'll be given an opportunity to look around and collect gear.



Search the guard on the dock who had the flamethrower. He has a crucial key.

From the dock, proceed southeast. Use the cover of the crate stacks, and avoid the bots. Otherwise, run. The bots are slow. Quickly kill or subdue human sentries.



Approach the gate on the southeast side of the field; it's labeled "East Gate." Live sentries guard it.

There's a stack of crates nearby with ladders going up; using these, reach a perch where you can snipe at the guards nearby. Jump from crate stack to crate stack; not only does this get you out of the way of the bots, but you can also access several crates of goodies up there.

Open the East Gate (the keyhole is in a box on a post nearby). Beyond the gates are several NSF guards. Take them out cleanly and enter the building in front of you. It's a barracks.



When the guards are gone and the alarm shuts off, enter. Under the stairs to the second floor is a secret room you can open with a protruding brick like the one in the Mole People tunnels. This chamber contains weapons, mods, and a key to the barracks upstairs.

On the barracks' second floor, the unlocked locker contains a datacube holding the code to get into the hangar. Open all the locked lockers by dropping a LAM in the room.

You're ready to enter the hangar. It's the other door up here. Use the code you learned to get inside.

Airplane!



When you enter the hangar, Paul greets you. He admits that he's working with the NSF and invites you to join him. He urges you to talk to Lebedev.

The NSF agents in the hangar won't shoot at you unless you start trouble.



THE LEDEBEV SANCTION AND INEVITABLE CHOICES



Near the tail of the airplane are a couple of trailers with gear, plus a datacube containing a diagram of the airplane's interior. A mechanic in orange coveralls offers to sell you shotgun shells or a weapon mod.



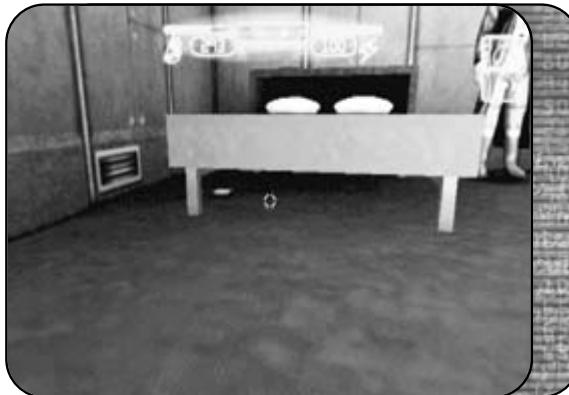
Enter the plane and search it. Reach the upper deck via a set of stairs. Look around up there for a key to Lebedev's private quarters.



Return to the main deck of the plane. In the rear is Lebedev's door. Open it with the key and talk to him. As you talk to him, Agent Navarre runs in and orders you to carry out the assassination. Talk to Lebedev a second time, and Anna tells you to leave.

At this point, you have a choice to make. You can kill Lebedev, you can kill Anna, you can kill them both, or you can walk away. We recommend killing Anna.

Anna is a tough fight, so make it a quick kill with a couple of quick sniper rifle shots to the head. Watch out: She explodes when she dies. A shocked Alex erases the log files to cover for you until you can explain.



Find a datacube under Lebedev's bed. It contains a key code (9905). Go down to the cargo bay, where you find the last barrel of Ambrosia, a repair bot, and an augmentation canister in a case you can open with the code.

When you leave the plane, Paul is gone and UNATCO agents have replaced the NSF agents in the hangar. They're still friendly—for now.

You originally entered the hangar from the south. This time, exit through the north door. You come out near the helipad in the northern section of the airfield. Jock is in the helicopter, and Gunther is stalking around here, too.



Talk to Gunther, then talk to Jock (in the helicopter). Clean up any supplies you left behind. Get in the helicopter and move along to your next mission.

Inevitable Choices

When you arrive at HQ, talk to Manderley, then go to the break room, where Jaime is talking to Simons. Simons also has nano-augs. After they're done, talk to Simons several times to find out about Paul's situation.



Check your e-mail to find out that Alex wants to talk to you. Check Manderley's e-mail to find a letter from "WS" (presumably Walton Simons) suggesting that both Manderley and Simons are working for MJ12.



Make your usual rounds in HQ. Drop by the break room and talk to Jaime one more time, after Simons is out of the way.

You're supposed to go to Hong Kong for your next mission, but when you get to the helicopter, Jock decides to take you to New York to talk to Paul.

Back on the Street



Jock lands in Hell's Kitchen, in front of the 'Ton. Go inside. In the office, Gilbert and Sandra Renton are arguing about JoJo Fine, who has taken up residence in the hotel. If you talk to them, Gilbert asks to borrow a weapon. Hand over something small.

Hang around for a little while. JoJo strolls in. He threatens the Rentons, and if you armed Gilbert, he attacks. Save Gilbert and Sandra by taking out JoJo.

Look on the floor for your weapon before leaving the office. (Gilbert drops it after the encounter.)



Go up to Paul's room. Inside, Paul asks you to go to a nearby NSF base where he claims you can find proof that UNATCO is corrupt. Loot the spy room in here; it's stocked with new gear.

On your way out of the hotel, go to the elevator shaft and climb up to the third floor. There's an Accuracy mod on the ledge. Check the bottom floor, too.

Outside, you discover that the subway has been sealed off. There's an unpickable keypad lock installed on the grate.

Look around for gear before leaving the area. Visit the Smuggler; he'll sell you gear, plus there are Recoil and Clip mods in his secret stash, along with some ballistic armor. Search the rest of the street.

Jordan and Joe Greene are the only living souls at the Underworld. The Free Clinic and Osgood and Sons are sealed off.

Head down the newly opened street to the former NSF HQ.

NSF HQ

The former NSF base is down a street that was previously barricaded. It's heavily guarded by UNATCO troopers. Paul contacts you and advises you to get up to the third floor, where you can use a computer to open a secret trapdoor leading to the basement.



Before going inside, look in the trash near a Dumpster outside to get a code that helps out later.

In the women's room on the first floor is a key you'll need for the basement. There's also a repair bot rolling around.



On the second floor is a locked computer room that opens to the outside. In the room is a datacube that gives you the password you need to open the trapdoor (login jefferson, password newrevolution).

On the third floor, the guards hassle you about being upstairs. Ignore them.



There is a lab with a handy medbot trundling around. The room you want is next door to the lab, and it's been flooded with halon gas (which puts out fires, in case you happen to be on fire). There's a datacube in this room that explains this.



To reach the computer, run to the security terminal on the wall inside, log in as Tjefferson, and drain away the gas.

Use the security terminal to open the trapdoor leading to the basement and turn off the camera down there.

The basement is unguarded, but heavily trapped. Have a good supply of multitools and lockpicks.

Pick the locked closet door on the left for gear. Access the wall computer down here to turn off a camera and switch the turret to fire on enemies.

Use multitools to open the door on the right and go inside.



Inside the next room is a locked glass case and some crates. Get the gear from the crates and case. Read the datacube sitting atop the glass case (look carefully to see it). The datacube provides codes for the satellite dish control computer; one aligns the dishes (login mcollins, password revolution) and the other sends the message (login napoleon, password revolution).





Head to the roof, use the first password, rotate the three dishes, and open the door.

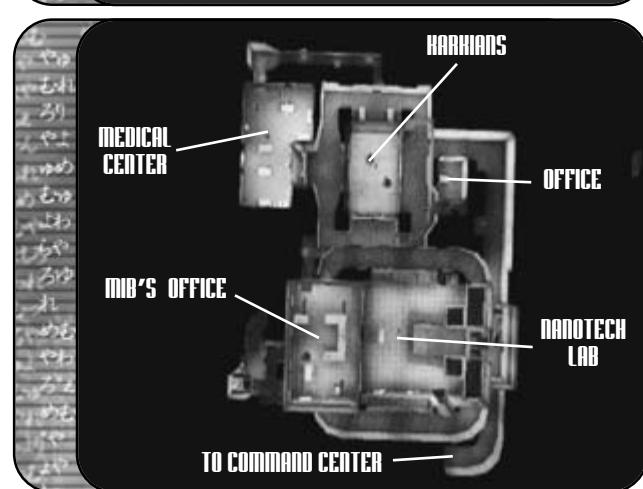
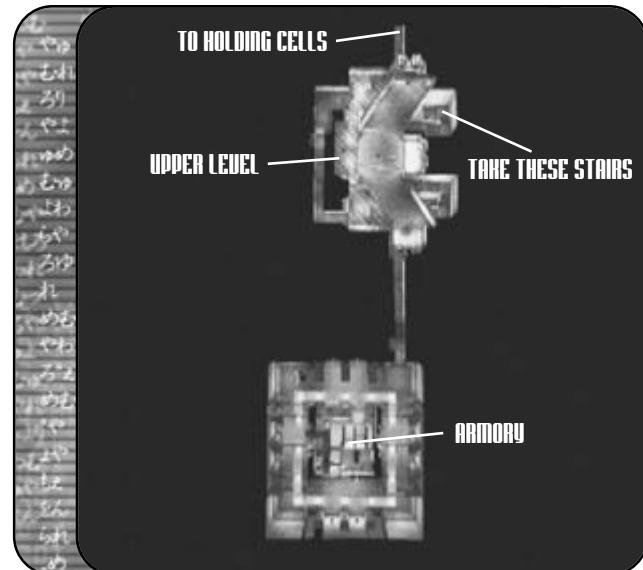
Go inside, use the second password, and broadcast the message to Silhouette.

On your way out of the satellite hut, you get a message from Walton Simons. From now on, any UNATCO agent you meet will try to kill you. You must fight your way out.

Take it slow and easy; you can still use the medbot for repairs. Gun down (or tranquilize) troops as they climb stairs; they're most vulnerable then.

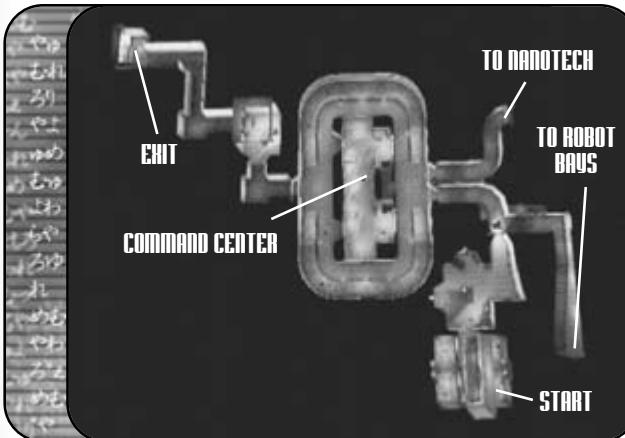
When you leave the building, expect more intense opposition from the troopers on the perimeter outside.

Raid!



Go back to the 'Ton. Don't visit anyplace else.

If you enter the 'Ton through the front door rather than the fire escape, plant one or two LAM booby traps outside the door to Paul's room to make the next part easier.



After you reach Paul's room, a UNATCO raid interrupts your conversation. Three MIBs lead the charge!

The outcome of this battle is significant; it determines whether your brother lives or dies. If you go out the window (as he urges you to) when the raid hits, Paul dies. If you fall inside the hotel room, Paul dies.

If you and Paul defeat the first wave of invaders and make it out as far as the landing, Paul lives.

Other than keeping Paul alive, you're in a no-win situation. Eventually, you will go down and be captured; it's a part of the game. You cannot kill everyone and escape.

NOTE

Fight your way out to the street, where you can use the code Paul gave you to open the gate to the subway (6282).

If you make it to Battery Park, Anna (if she's still alive) confronts you in the subway station, and outside Gunther and a whole army of robots and troopers meet you. Gunther gives you a chance to surrender, or you can go down fighting.

Taking the option to surrender means you are healthier when taken into custody.

Don't sweat it; you'll eventually lose. The only important thing is to fight off the first wave of attackers and get you and Paul out to the hotel hallway alive.



You wake up in a holding cell. Any damage you took in the final fight is partially healed, and you have nothing in inventory. If Anna is still alive, she's here. You're contacted by someone named Daedalus, who tells you he's busting you out.

After you're out of the cell, you must get past the guard. Sneak up to the weapon crate and grab the baton. Wait until the guard leaves the area, then use the baton to break the crate and reveal a knife. When the guard returns, knock him out with the baton or kill him with the knife.

When the guard is out of the way, grab his gun and anything else lying around (check the cabinet drawers) and read the datacube on the desk. It gives you the codes for the lockup door (4089) and all the cells (4679).

In the cells are one dead guy holding a couple of lockpicks, a medbot near him, and an NSF operative named Miguel. Ask Miguel for his medkit and he gives it to you.



Run into the hall, avoiding the turret. Supplies are behind the pillar. At this point, Daedalus tells you whether Paul's alive or dead and instructs you to find him either way.

Robot Maintenance/Armory

Before you go to find Paul, you need supplies. Head for the robot repair bay.

Sneak up the stairs to your left. Sneak past the troops upstairs (the bots are currently inactive), cross the room, and go up the second set of stairs. There's a pair of guards on this level holding assault rifles. Take them out and steal their guns.



On the far desk is the code to the armory where your equipment is being held (2971).



Hack the security panel up here to scramble the AI of the surviving security bot so he kills the troopers downstairs instead of you, and clear the rest of the area.

If you can't hack the security panel, buy the security code from a profit-minded mechanic in the repair bay (login mj12, password invader).

Go down, use your new assault weapon to clear the area (if you didn't have the bot do it for you), and gather the miscellaneous stuff left behind. There's a couple of repair bots; use them to replenish your bioelectric energy.

In the bot maintenance area you can find scramble grenades.



Move through the bot bay and up the stairs. There are two military-grade bots patrolling the hallway outside the armory. Slip behind them to the armory door and punch in the keycode while they're looking elsewhere.

Inside is one guard. Take him out, then run up the stairs. A turret with a camera protects the lower level. Run upstairs and hack the security panel, or log in (with the same password you got from the mechanic) to disable them; otherwise, recovering your gear is tough.

Turn off the military bots outside by using this same security panel.

Get into the armory by climbing up a ladder hidden in the northeast corner, climbing up (watch out for the venting gas), and going through the ducts. This takes you past the guard and to the security login.



The armory has your entire inventory, plus there are additional weapons and armor, including a plasma rifle in a sealed, high-tech locker.

After you load up, take out or avoid the military bots, and continue your search for Paul.

Nano tech/Medical

To approach the command center, enter the floor duct outside the cell block in which you started.



A few MJ12 troopers and a dog guard this place. Pop up from the floor duct, tranquilize troops, then pop into the safety of the duct.

Breaking windows sets off an alarm, but it's nothing you can't handle.

Use the ducts to your advantage; hit and run.

When all is clear, loot the command center and hack the wall computer to turn off the camera in the cell block. Return to your cell block and have the medbot heal you without sneaking around.



Take the hall labeled "Laboratories". As you enter the area, Dr. Moreau talks to you.

When the chat's done, open the grate right in front of you and drop in. Crawl around and look for a tall ladder leading up.

Daedalus will helpfully keep you informed about your position.



The nanotech lab is under the personal supervision of an MIB. However, it is possible to come up out of the ducts behind him and score an easy sniper rifle kill.

After he's out of the way and the immediate hubbub has died down, open his computer. The datacube in the locked filing cabinet behind his desk contains the access info (login psherman, password raven). In a separate drawer of the same cabinet is a datacube that gives computer logins for all the UNATCO staffers.



Read the MIB's mail. Use the computer to drop the containment field around an augmentation canister in the locked case (cranial). There's some more interesting stuff scattered around the room, mostly information about the greasels.

In the corner of the room is another air conditioning grate. This one leads to a partially submerged cellar where a lone greasel lurks. Kill it and grab a plasma clip and a suit of ballistic armor.

Make your way into the cage room, clearing the place of remaining guards

Go around the corner to medical. There's an office with glass walls. An armed secretary and a guard are inside. Move fast to take them out.

There are two halls past the karkian containment area. The north hall contains a datacube holding the security login (if you don't already have it) and an airshaft you can use to go to medical. The south hall contains a security panel.



Both rooms have a button that lets you open the containment area and release the karkians to soften up the two guards outside the medical lab. After that fight is over, finish off the survivors.

In the medical lab are Paul or his mortal remains. If Paul is alive, he's made arrangements for escape. He'll also tell you about Anna's kill switch if she's alive. After his datavault is downloaded, Daedalus gives you the code out of the base (1125).



The command center is empty because you cleared it earlier. Look for the plain metal door, enter the code, and leave. Watch out for the lone trooper on the other side of the door.

UNATCO HQ

You emerge into UNATCO HQ through that mysterious door down the ramp from the medical lab. Hit all your usual spots, avoiding or removing any UNATCO troopers you run into.



Jaime is waiting for you in the medical lab. He's had enough of UNATCO and he's ready to jump ship with you. He asks if he should defect immediately or stay on as a deep cover agent. He tells you that the base is under lockdown, and you'll need a key to get out. He also has an augmentation canister waiting for you.

Across the hall, you find that Alex, too, is ready to bolt. He supplies you with the key you need to get out if Anna is taken care of.



Sam Carter professes neutrality, but he lets you in to pillage his armory. Hack his e-mail to discover he had an active role in your and Paul's escape. Loot the place.



Upstairs, confront Manderley. A holographic image of Simons is chewing him out. When you start to leave the office, Manderley snaps and pulls a pistol on you. Kill him.

If Anna is still alive, find her "kill phrase" by hacking into Anna and Manderley's computers (you should have the passwords for both—login anavarre, password scryspect; login jmanderley, password knight_killer. The phrase is "flatlander woman."

In the break room is Shannon the office girl, who confesses that she's the one who's been stealing supplies. She offers to sell you a couple of scramble grenades at 1250 credits each (they come in handy in the next mission).

On your way out of HQ, you must face Anna (if she's still alive). Use her kill phrase to make it a short encounter.



Jock is waiting for you on the helipad, but drop in on the comm van first. There's a multitool on the railing above the front door.





Hong Kong

Unscheduled Layover

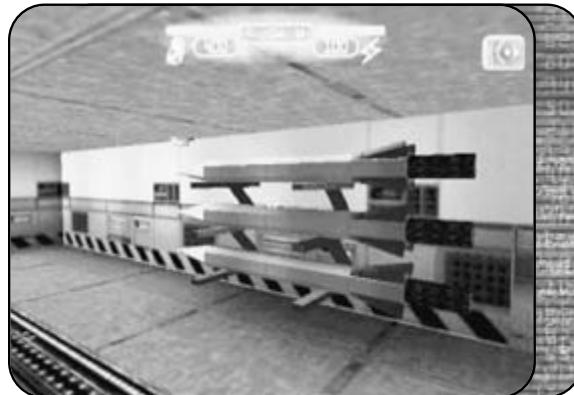


Your visit to Hong Kong begins when MJ12 seizes control of Jock's controls and forces a landing at a heliport.



Go in through the single hallway leading out of this area, then up the stairs to the south control booth. Hack the security panel there to turn off the cameras and turrets.

Return to the helipad and enter the maintenance tunnels that run under it. (You access them via unlocked floor panels.)



Crawl through the tunnels and locate the munitions bay, a room with a rack of missiles stacked along one side. Gather a Recoil mod, a datacube containing the valve code (99871), and the key to this room.



Return to the tunnels. A short distance from the munitions bay is a forgotten storeroom packed with toxic waste. On the wall is a keypad that will flood the lower level with gas.

Releasing the gas kills several MJ12 troopers, so you don't have to deal with them later. You don't have to release the gas; we assume that you do. You take some damage from this; watch the gas as it moves. You can see where it goes and where it doesn't go. Use a hazmat suit.



Release the gas (use the valve code), then move around the corner toward the munitions bay. Stop when you reach a slightly raised area between the two tunnels. The poison gas doesn't reach this spot. Crouch here and wait awhile for the poison to dissipate.



Approach the barracks, which lie down the stairs from the control decks. Most of the troopers in here succumbed to your gas attack. Deal with the others.

Of the four locked lockers on the sleeping level, the second from the right contains the key to the flight control deck. This locker also contains a datacube with an elevator code (989).

Pick the other lockers if your skill is high enough that you require only one pick.

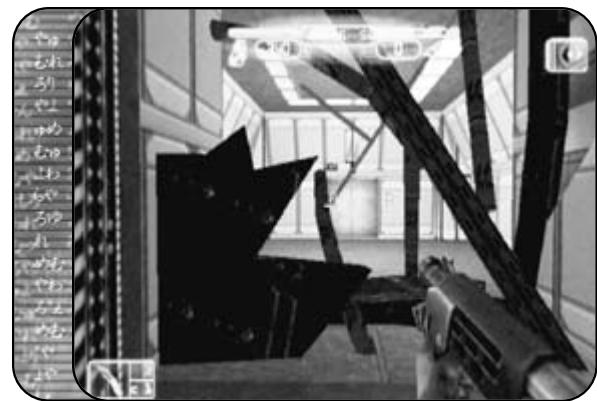


Under the consoles in both flight control decks is a grating, each of which leads to a sealed chamber containing an inactive security bot. Use these to get to the robots and destroy them now (EMP grenades or LAMs work best).



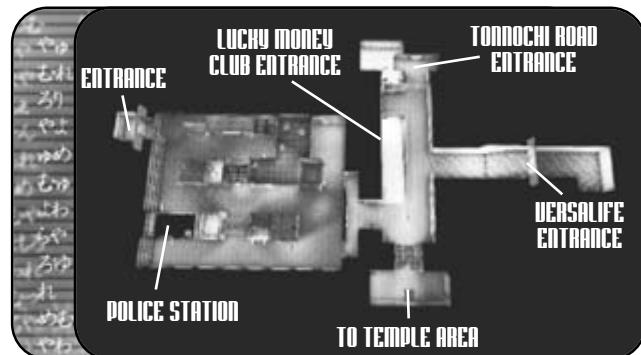
Go to the north flight control deck and release Jock by pressing the "Weapons Lock" button on the console. (The wall safe holds a couple of bioelectric cells).

When you return to the helipad, Jock fires a missile at the door on the south end of the area when the robots are released. Stay away from the blast area.

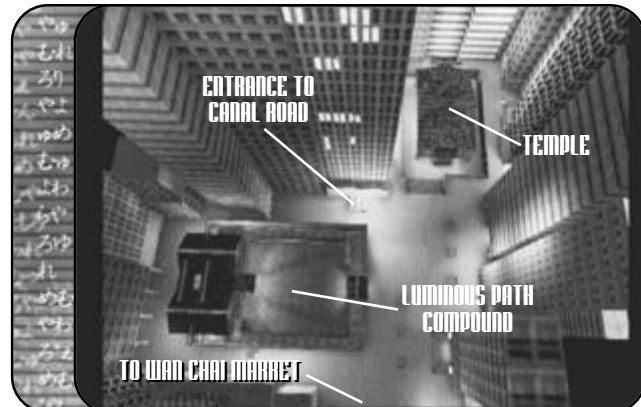


Jock leaves, but your escape route is open. Crawl through the wreckage, enter the elevator, and go downstairs.

In the Market



Wan Chai Market



Wan Chai, Temple Area

You emerge into the bustling Wan Chai market area.

When you're on the street in Hong Kong, don't use a gun and don't let the cops see you armed. Doing either sets off the alarm and draws lots of tough police down on you. Use hand-to-hand weapons when you're fighting.



In front of you is a locked storage building. Don't enter it right away; the camera will catch you. When you are ready to enter it, there are two rooms separated by a low door. The storage room contains the code for Police HQ, next door (911).

We discuss going into Police HQ in more detail later (see "The Mysterious Miss Chow" section).



For now, wander around. There's an ATM you can hack. Talk to the merchants. It won't take long for you to see evidence of the Red Arrow and Luminous Path Triads' turf war.



Go to the Luminous Path Triad compound. When you talk to the man at the door, Gordon Quick, he tells you that you can't come in unless you find some proof that the current Triad war is the work of an ex-actress named Maggie Chow.

Canal Road



Go down to Canal Road (look for the sign near the Luminous Path compound) to witness a rumble between the Red Arrow and the Luminous Path. The two sides fight until one or the other is dead. Don't interfere.

Down the road, the police have cordoned off the site of another "fatal accident." Jump the barricades to grab a couple of lockpicks off one of the corpses.



At the other end of the street is a pile of rubble. Jump up and over this rubble and enter a door labeled "Maintenance."

Follow the ladders down into a vertical shaft filled with water. Activate your rebreather.

Swim through a room filled with pipes. You come out in a flooded tunnel. There's a small karkian swimming here.



Turn left when you enter the main tunnel to surface in a spot with two small karkians. Kill both and locate the dead body of a scientist. It has an aug upgrade canister and a bioelectric cell. Read the book nearby.

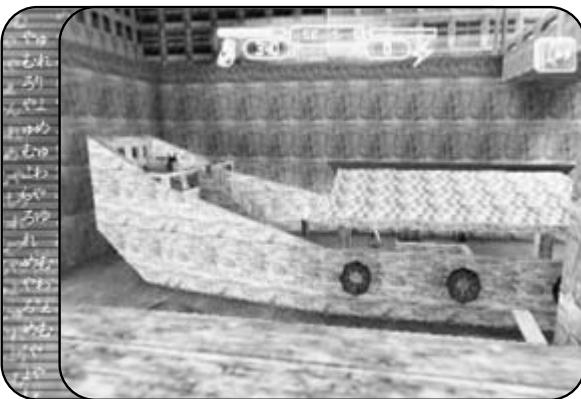
Reenter the water. Use your Aqualung and search the opposite end of the tunnel to find some 7.62 ammo.

Swim to Canal Road. Hit the ATM on the way out.

The Canals (On the Way to Tonnochi Road)

Follow the signs to Tonnochi Road to pass through an area containing a bridge over a big canal.

A couple of drug dealers in a dark corner of this area jump you if you get too close. Do not use guns, or you'll have the cops after you.



Check out the large sampan floating in the canals. There's some gear below decks. The girl looking after the boat sells you weapon mods at reasonable prices.



There are two bright Chinese lanterns hanging toward the rear of the main deck. Pull the one on the left side of the boat—most likely to your right. It opens a secret door that leads to a room containing a working repair bot and a locked box.

Open the box to find lots of credit chits and some Zyme (most of it inside small cardboard boxes). It's obvious what the sampan's real source of income is.

The Old China Hand bar is nearby. Talk to the helpful bartender and the rest of the patrons. Grab anything useful.



Talk to the guy who mistakes you for Paul; do this four times, and he offers to sell you some goods (the blueprints are useful).



Make your way behind the bar area to the kitchen, and from there to the large walk-in freezer. There is a pile of crates. Hop up them and on to the refrigeration pipe that circles the top of the room. Be careful; the cold makes everything slippery.

From there, lift the grate and pop into the ventilation system to find a cache of credit chits, Zyme, and a lockpick.

The Mysterious Miss Chow



Maggie Chow's luxury apartment is in the Queen's Tower building on Tonnochi Road.



On your first visit to Tonnochi Road, a helpful member of the Luminous Path appears and gives you directions.

Enter the building. Between the concierge desk and the elevators is a security panel; hack it now.



Go to the elevators. The left one goes to Maggie Chow's penthouse, and it's the only one you can use right now. Apparently, you're expected.



At the apartment, you're met by the maid, May Sung, who takes you to Maggie Chow. Maggie tells you that she knew Paul "intimately," and she promises to help you find Tracer Tong.

She wants you to break into the police station in the Wan Chai market to find evidence that will prove that you can trust her and not the Luminous Path. She gives you the entry code for the police station's vault (87342).

This doesn't happen if you already raided the police station. Instead, proceed directly to the Dragon Sword section. If you don't wish to attack the police, go to "The Dragon Sword" section. But if you do, you'll miss some neat stuff.

If you mess around with the security computer in the conference room upstairs, all hell breaks loose.

The Police Station

To get in and out of the police station cleanly, don't use firearms. The acoustic sensors set off alarms all over the market. Use pepper spray followed by a riot prod to the back.



When you reach the east door, pick the lock (or use the code: 911).

One cop is on duty and moving in and out of this area. Stun him before he can set off the alarm.

Hack the keypad and move into the back room. Hack the security panel; doing this makes it possible to visit the secret cache next door without setting off alarms. Go to the trapdoor and use the security code Maggie gave you (87342).



Lots of neat stuff is in the basement armory, including a datacube that Maggie didn't expect you to find. It reveals evidence that Maggie is working for the Red Arrow Triad, and it discusses indirect means of entering her apartment.



Exit the station and visit the building next door; if you unlocked and opened this door from the police station's security panel, you can walk inside and clean up. Don't miss the locked panel near the floor; there's lots of gear behind it.

You can now walk around the market at will; nobody suspects you of anything. If everything didn't go well, all the police and bots in the market attack. Evade them and make for the canals. The police leave you alone after you leave the market area, and they won't remember your indiscretions when you return.

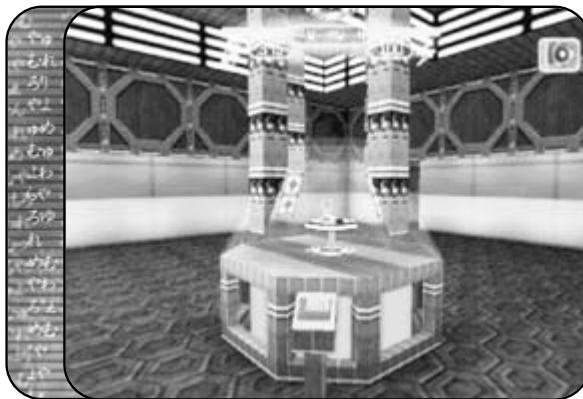
Open the primary door by yanking on the lantern hanging in front of it.



Read the books in the conference room upstairs to get a hint as to Maggie's computer and security code (login mchow, password insurgent).



Prepare a LAM trap, trip the laser beams to sound the alarm, then clean out the guards. After you clear out the guards from the guardroom, you no longer have anything to fear from setting off alarms. In the guardroom are some useful supplies, including a Clip mod.



Beyond the guardroom is the lab containing the Dragon Sword. Open this door from the security panel upstairs or find the security code, which is based on Maggie's birthday (718, mentioned in a datacube in the conference room).

Open the sword's container with multitools. When the case holding the sword is open, Tracer Tong contacts you. He orders you to report to Max Chen at the Lucky Money Club.

The Dragon Sword

When you return to Maggie's to confront her with your new evidence, she isn't there.



Force your way in. May Sung pulls a pistol and calls for guards; take her out quietly.

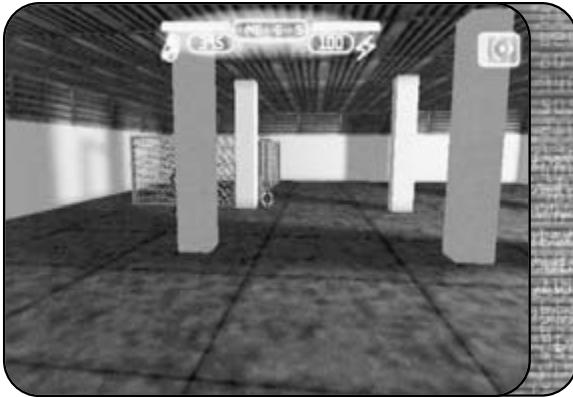
Maggie has a detachment of MJ12 guards stationed in a hidden guardroom. The main entrance to the hidden area is in the dining room, and a secondary entrance is near the base of the stairs.





Take the sword. Not only is it your best option for fighting underwater, but it's also the ultimate box opener.

Check out the holo-projector in the corner to see that Maggie is in touch with Walton Simons.



On your way out, check out the alternative route into Maggie's rooms: the renovation project on the seventh floor. A junkie squatter warns you about the guards for 20 credits.

Emissary



Enter the Lucky Money Club via a long mall off the Wan Chai market that local police guard well.



At the door, a couple of club girls try to sponge 20 credits off you for admission. Pay your own way and go inside.

Inside, talk to the locals. Pay the mama-san the 100 credits she asks for, and one of her girls follows you around the club's public areas looking pretty.



There's a pair of Versalife employees upstairs having a conversation. Listen in on it.

Talk to a would-be Triad thug who'll give you the password to the convenience store computer (login management, code 324).

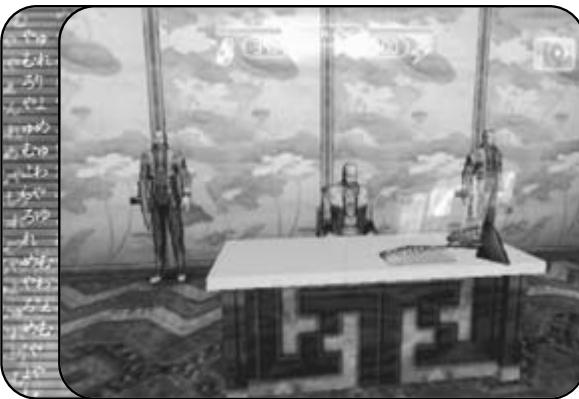


After you talk to everyone, go to the bartender. Tell him Maggie Chow sent you. He'll send you to Max Chen.



On your way to Chen's office, notice the walk-in freezer. It contains a good cache of weapons and ammo. Nobody will notice if you blow out the strong lock (and the camera beside it) with a LAM.

Pass through the Triad conference room; don't get angry at their polite insults.



Present your evidence to Max Chen, and he commits himself to a cease-fire with the Luminous Path while he investigates your claims. An MJ12 raid interrupts your negotiations.



This is your first encounter with the MJ12 commandos. Let the Red Arrow fighters take the brunt of the assault; hang back and take out any stragglers. Afterward, check the bodies; some club patrons have useful stuff.

During the fighting, sneak down to the club office and steal the credit chits from the wall safe. Take the hallway from the second floor to get there.



After the raid, hit the convenience store. Take out any nearby police with a gas grenade and a riot prod. Pick the door, grab anything useful, use the password to get into the computer, open the wall safe, hack the ATM, and stroll out.

Tracer Tong



When you return to the Luminous Path compound, Gordon Quick gives you the code to the door (1997).

Once inside, help yourself to anything that looks useful. Don't attack anyone, and you stay safe.

Go to the building at the end of the compound and turn right. Go downstairs and look around.



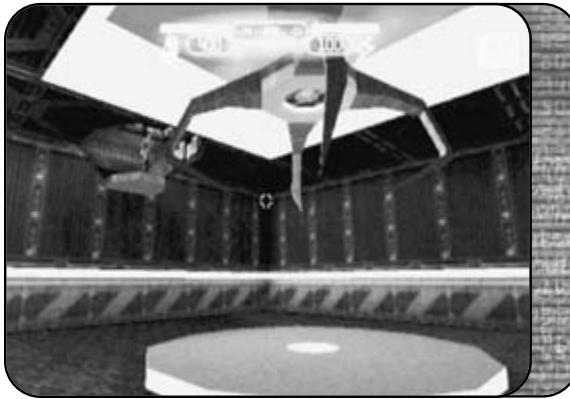
On the north wall of the downstairs training area is a keypad that opens the concealed door to Tong's lab (use the same code as the one at the front entrance: 1997).

Go into the cellar and press the button. This opens the way to the lab proper, and Tong is waiting to greet you. In the entry room, grab the nano-key on the table.



Take a lap around Tong's digs. The firing range contains a box of 20mm HE ammo, as well as a Clip mod and other useful items. Beyond it, in the cryo lab, are a repair bot and more goodies.

There's a sick bay containing a medbot, and in the data processing center is Alex, who has an intriguing theory about Daedalus.



There's a medbot in the main operating theater. There, Tong will deactivate your kill switch; get on the platform and hold still.

Up in the control room, Tong asks you to go into Versalife and steal the ROM encoding for the Dragon Sword.

Tong gives you a code to get into the Versalife building (06288) and the name of a corrupt official, Mr. Hundley, who'll put you on the path to your goal for a price.

Tonnochi Road: Jock's Place



Before you raid Versalife, what about that key labeled "Jock's Tonnochi Road apartment"?



Return to Tonnochi Road. Across the street from the Queen's Tower is a short alley containing an elevator. Get in the elevator and take it up, then go up the stairs until you reach a locked door. Open it and take anything useful inside. A datacube contains Jock's private e-mail password (login flyboy, password 5x5).



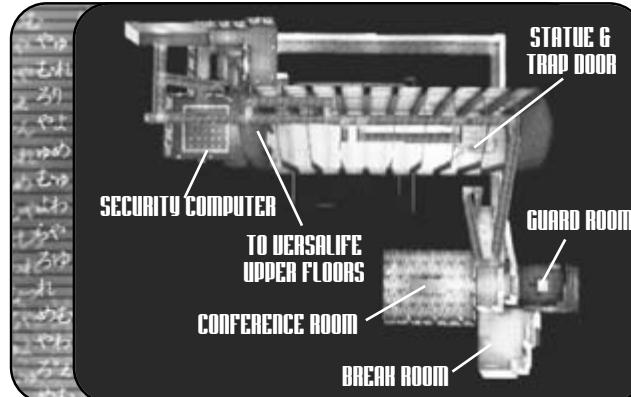
When you leave, continue up the stairs until you get to the ladder. Climb to the roof, then walk to the edge and drop to the ledge (there's a window here you can use to return inside). Jump to the southeast to reach a ledge holding an abandoned sniper's nest, complete with rifle, ammo, and more.

If you have a couple of levels of the Speed Enhancement aug and a good way of healing yourself quickly, continue east to the end of the ledge.

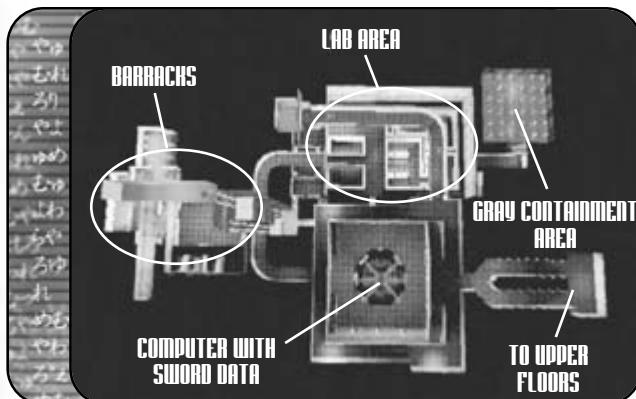


From here, cross the road on the catwalk and make your way to the billboard below. There's some useful stuff here.

Versalife



Secret MJ12 Base: Upper Floor



Secret MJ12 Base: Lower Floor



Go to the Versalife entrance and use the code Tong gave you (06288). You emerge in the opulent lobby of the Versalife corporation. The receptionist tells you that Hundley is upstairs.

Hundley will let you into the labs for 2,000 credits. If you'd rather not pay up, you have other options.



The first is the nervous chap working in the third-floor cubicle. He'll set you up with lab clearance for free—if you assassinate Mr. Hundley first. The third option is to access any computer and forge yourself a bogus ID. Login information for the computers (Login all_shifts, password data_entry) is on a datapad in a second-floor cubicle.

If you don't kill Hundley, the next time you see the anxious employee, he'll be floating face down in a canal.



After you get your clearance, go down the hall on level three and take the elevator up (6512).

You emerge in a grand hall. A bureaucrat welcomes you to the secure area.

Violence will get you into trouble in here. Hacking, however, is safe.

Go past the huge "grasping hand" statue and take a right. Go up the stairs to the south. There's a datacube in a locked cabinet in the conference room. The datacube contains information that'll help you get downstairs. (More on that later.)



A datacube in the break room gives you a code (525) to "initiate a cascading shutdown sequence" in the "UC."



NOTE
There is a grate in the unisex bathroom that leads into the air-conditioning ducts.

Return to the statue room. Take the north entrance. Continue to the elevator and go up.

Upstairs is a key to the magnetic augmentation chamber, a datacube containing promising information about computer access, and a security panel.



Hack into the panel, which not only turns off all the cameras in the neighborhood, but also lets you open the door in the base of the statue.



Go down the stairs at the base of the statue and into the laboratory proper.

If you can't hack a computer, you have a couple of options for opening those stairs.

One is to hack the keypad near the statue; if you're lucky, you won't be seen. If you are seen, everyone turns hostile. Fight your way through the rest of this level.

Another option is to barricade the entrance to the conference room with chairs, disable the camera and the alarm panel with multitools, break into the locked cabinet, and get the necessary info to open the door.

The scientists in here will panic, but they won't be able to sound an alarm, and the guards can't get through the chairs. After 30 seconds, everyone calms down, and you can exit.

The big computer accessed via the central lift is what you're here for, but because you have the clearance, look around first.

The entrance to Level 2 is sealed. You won't deal with that on this visit.

Downstairs and down the hall from the computer room is a guard barracks. Beyond that is the laboratory. The place is guarded by lots of MIBs and WIBs.

In an upper chamber (which you can't get to), Maggie Chow is talking to the billionaire Bob Page (if something's happened to Maggie, you won't see this).



NOTE
There is a dead gray on the table.

In the radioactive chamber at the back, there's a live gray or two running around. You also find out that a "magnetic augmentation chamber" is a place where no fewer than three augmentation canisters are stored. The key is on a table down here.



In an unlocked cabinet on the lab floor is a datacube containing the "Damocles" password.



Go to the big computer atop the lift. After you download the Dragon Sword ROM from this computer, all the guards will shoot at you on sight. Clean the place out before you leave.



Take to the ventilation system (enter from the unisex bathroom) and from it, gun down some of the opposition before you go for the Dragon Sword ROM.

Take the ducts to the bathroom and return to the conference room to find out what that datacube in the locked cabinet says; it contains a code to the magnetic testing chamber (5878).

Near the conference room, take out the two guards in the break room (one has a flamethrower) and some guards in the security station across the hall from the conference room. There's gear in there, along with the code for the security system (login mj12, password security).



To get those three nano-augs in the heavily guarded lab, clear out the guards in the immediate area.

Log on to the computer in the alcove and use that to open the door, expose the canisters, and get rid of the radiation.

There is a medbot in here.

Let the crazy guy out of the cell (the key is nearby). Don't mess with the grays in the radioactive room.

Return to the office portion of the building; take to the ducts to avoid security and try to make a dash for the door.



If you set off the alarm, the security office empties. There's a Clip mod in there, plus some ammo and all the building's security controls.



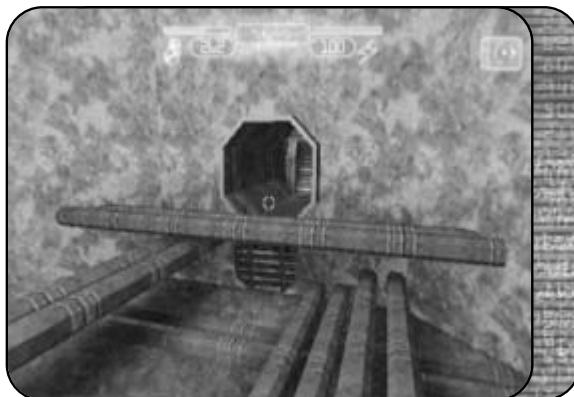
Return to Tong; he directs you to meet the Dragon Heads of the two Triads at the little temple in front of the Luminous Path compound, where they declare a lasting peace. Chen and Quick invite you to join them later at the Lucky Money Club for a celebration. After the temple, report to Tracer Tong.

The UC

Tong wants you to go into the MJ12 complex to find out what's in the mysterious Level 2. He has a code (55655). He also tells you of a secret back door from Canal Road.



Proceed to a door at the far end of the street. Enter Tong's code and go in. There's a water-filled pipe inside. Dive right in.



You emerge in a water-filled room. Climb up into a pipe and continue climbing until you reach the exit. When you go through the exit, check the floor; there's a datacube containing a "door seal code" (768).

Daedalus contacts you. He wants you to blow up the Universal Constructor (UC), which MJ12 uses to manufacture the Gray Death. He gives you a code to do it (525).



After crawling through a tunnel, you find a locked door with a keypad. Nearby is a ceiling grate. Ignore the door for a moment and go through the grate.

Looking the other way when you come out of the floor, in the corner is an observation mirror in which you can see a commando and a security bot. Take them out with explosives.



Pop down the grate in the floor and go to the door. Use the door code to open it; at the end of a tunnel beyond it is an oddly configured door/ramp opened by a button. (Ignore the keypad.)



Go through this portal and up to where there is a keypad and a security panel on a pedestal. The keypad opens the door leading to the hallway containing the bot and the commando. The security panel takes the mj12/security password you learned on your last visit.

Go to the ramp/door, press the button, and try to scurry over it while it closes (which opens the way to the next area); hack the electrical panel at the base of the stairs to take out the laser triggers.



There's a scientist standing by the computer and a commando patrolling nearby. The two bots at the end of the hall don't activate unless an alarm goes off, so quietly take out the humans.

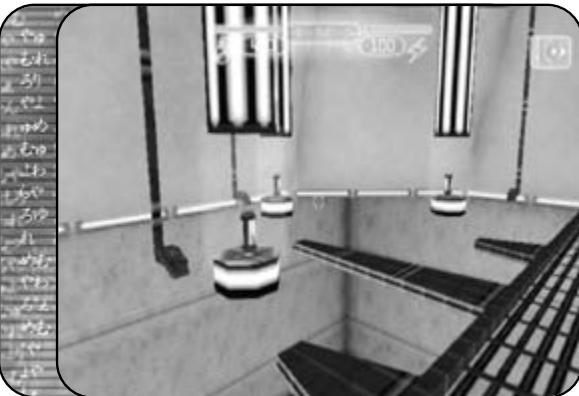


Some goodies and a security panel are in the little room next to the computer. The button on the wall deactivates any active bots. Use the wall computer in here to "Open Nanotech Containment Pods" and "Raise Cascade Shutdown Console."

If you're running low on lockpicks, skip the datacube in the cabinet.



Log on to the main computer and use the special options to upload the data Tong wants, then hit the "Open UC Chamber" option to open the robot maintenance hatch in the hallway nearby.



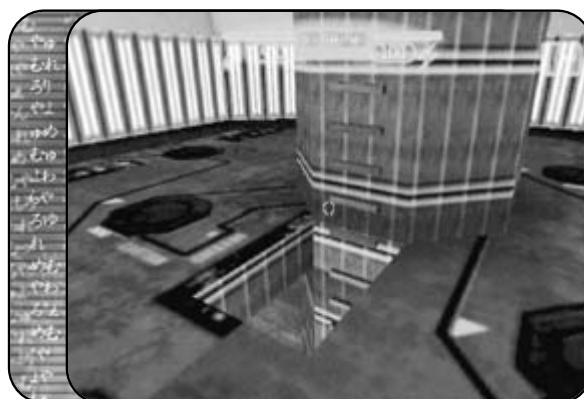
Before climbing the ladder under the newly opened hatch, go farther down the hall. Here are three aug canisters.

Go down the first ladder. Grab an aug upgrade from a suspended chamber, then take a second ladder down.

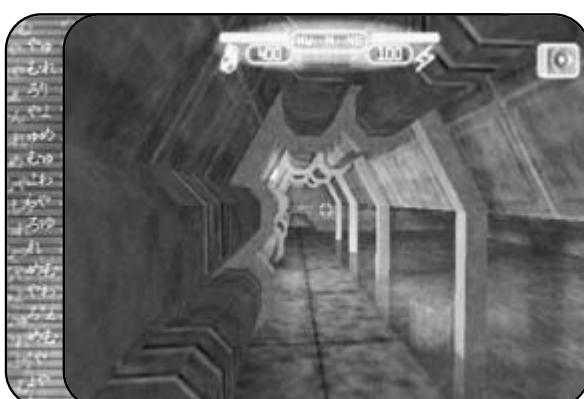
There's a medbot down the ladder. Maggie Chow is down there with a Dragon Sword. Stand back and shoot her.



Approach the north side of the catwalk. A keypad on a pedestal pops up if it wasn't already up. Enter the 525 code and the UC shakes itself to pieces. The building comes apart; entering the destruct code releases a couple of spiderbots.



Jump to the floor of the UC, then climb the ladder to the sub-level. Swim through a long pipe leading out. It's long, but along the pipe are a couple of places where you can grab a breath.



You come out in a room containing some pipes and a strong current. Climb on land and make for the exit, where there is a key and a multitool. You emerge from a pipe overlooking the canals.



Visit the Lucky Money Club for that drink you promised the Dragon Heads. They make you take lots of expensive wine.

When you get to Tong's, you notice some changes; some of the guards are wearing Red Arrow colors. If you saved Paul's life, he's waiting for you when you arrive. If you told Jaime Reyes to escape UNATCO, he's waiting for you in the sick bay with a new aug.

Report to Tong; he says he's sending you to New York. A supertanker full of Gray Death is on its way to America, and you must sink it. First, you must contact Stanton Dowd, a member of the Illuminati.



Jock is waiting in the courtyard of the compound.



The Supertanker

New York Requiem

Jock sets you down on the roof of the 'Ton. Your mission is to visit the Underworld tavern and get Harley Filben to set up a meeting with Stanton Dowd.

The police are hostile in this mission.



Check out Paul's apartment. A few stray useful items are in the secret room. Check out the other hotel room up here. A couple of riot cops are in the lobby; quietly take them out.

On the street, your major task is to deal with the security bots on patrol. After they're out of the way, tranquilize the rest of the patrolling troops.

Enter the sewer to find a few new goodies. Also, most of the laser triggers have been reset, and MJ12 stationed one trooper with a sniper rifle on the bridge. You get a message from Daedalus. He is going crazy. Head for the Underworld tavern.



Talk to Sandra and the soldier at the bar, Vinnie. Show sympathy for Vinnie's story ("Maybe I'll check it out for you."), and he'll do you a favor soon.

Harley is sitting in the back room. After he hears your story, he agrees to arrange the meeting with Dowd. He also has a request: Go next door to the Free Clinic and kill Joe Greene. Greene is a spy for MJ12.



The clinic is almost deserted. A nurse is left to lock up. Somebody's torn the doors off the surgery bay, so the medbots are available to all. Joe Greene is standing in the doorway of the examining room. Gun him down.



You meet Dowd inside the burned-out Osgood & Sons warehouse. He's standing in the basement. He tells you where to find the tanker and how to scuttle it. To take out a supertanker, you need high explosives. Dowd suggests you see the Smuggler.

Gunther contacts you and warns you that you're going to be ambushed.



The Smuggler offers to sell you a box of GEP ammo for 2,500 or a half-dozen LAMs for 2,400. Either will get the job done at the supertanker. If you don't have the money, he suggests raiding the ammo storage facility at the base. Warn him about the upcoming raid on Hell's Kitchen.

There's a nice assortment of goodies up in his secret stash. Loot it!

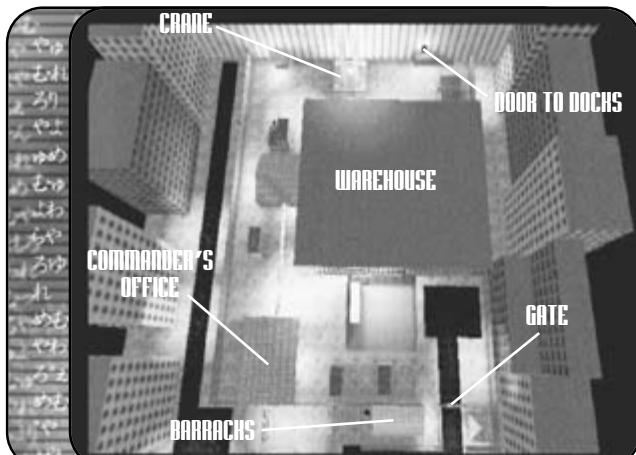
Exit the Smuggler's place via the elevator. When you get outside, a UNATCO raid hits. Don't fight in the streets; dash into the front door of the 'Ton, which is in front of you.

Inside the 'Ton, go up to Paul's room, out the window, then to the roof.

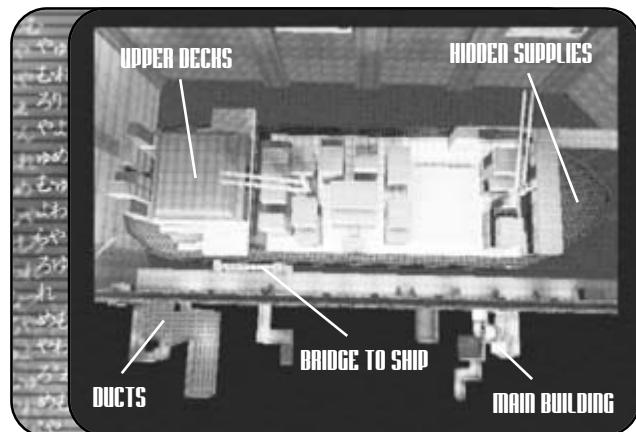


Jump in the helicopter and get out of town.

Brooklyn Naval Shipyards



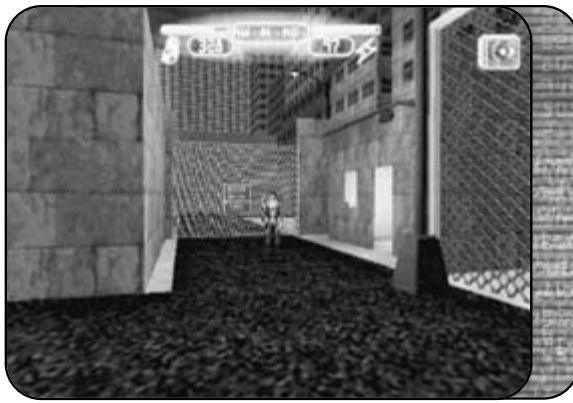
NAVAL SHIPYARDS: MAIN COMPOUND



NAVAL SHIPYARDS: DOCKS



HONG KONG AND THE SUPERTANKER



To the west is the commander's office, which has a soldier patrolling outside. Take down the soldier but ignore the building for now. It's locked.



If you made friends with Vinnie at the Underworld tavern, word of your coming precedes you. The Marines guarding the gate won't stop you; in fact, they hand over the key to the main gate. After you're inside the gate, all the troops are in MJ12's pay, and your free pass is cancelled.

Enter the security hut outside the gate. Hack the security panel in there. Set the bots to standby. Unlock all locked doors and turn off all cameras.

Stun the friendly guards outside before entering the gate, because they can be dragged into fights if the other guards start shooting.



Go through the gate.



Inside the gate to your left is a small barracks with a window. Sneak past the window, burst inside, and tranquilize the guard before he can sound the alarm.



To your left as you enter is an office. A datacube on the desk contains the entrance security code (0909). In an unlocked desk drawer is the security password (login usfema, password security).

The locked drawer contains three keys: one to the commander's office, one to the parking lot truck trailer, and one to the supply closet.

There's also a security panel. Use the login you just found. Turn off all cameras, unlock and open all doors, and place the bots on standby.

Take down a pair of soldiers in the main warehouse area. Grab some ballistic armor and a hazmat suit from a pallet.



Climb to the storage area on top of the office. There's an assault shotgun, some sabot shells, a pair of LAMs, and some rockets stored up there.

Don't break open the weapon crates until later, after you have used them for stacking.



Walk out the way you came in. Unlock the truck trailer backed up to the door and collect the gear inside.

Go to the commander's office (the building you ignored earlier) and open the door. A security camera is inside (and above) the door; reach up and deactivate it.



Don't press the keypad between the two windows; that sets off the alarm.

A datacube on a locked safe gives you a computer logon (ID walton, password simons). Another on the desk gives you the warehouse security office code (2249).

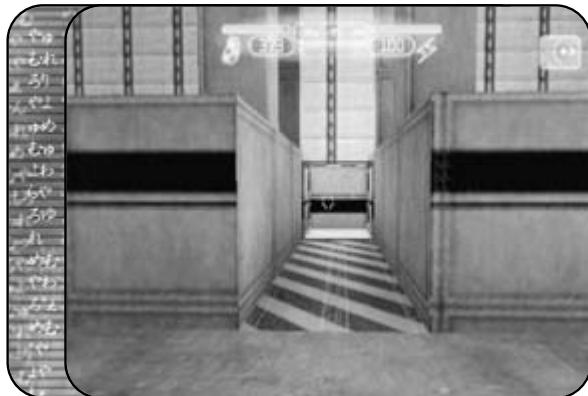
Find a Reload mod in the desk drawer, along with a key to the storage closet. The locked drawer contains a bioelectric cell. In the safe is an aug canister; open it.



Open the small door near the chain-link fence on the western edge of the warehouse. Grab ammo from the crates here, but beware the TNT crates.



Now you must enter the main assembly building. A small locked hut contains a valve; this opens the grate leading to the sewer access to the ship. Ignore it.



Climb to the top of the crane, grab the multitool, and press the button to summon a small cart. Jump in the cart, press a button, and drop to the rooftop.

Break open a panel on the air-conditioning unit and crawl through the duct.



You come to a place containing a large grate and a ladder leading down. Open the large grate, walk out on it, and snipe patrolling troops on the docks.

Don't go downstairs yet. On the other side of the ladder is a room with thermoptic camo and a button. Press the button to move a hanging beam to the grate on which you were standing.

Climb down the ladder and take the door out to the docks. If you didn't snipe the dock guards before, take them down now. Avoid a small security bot on the far edge of the docks.

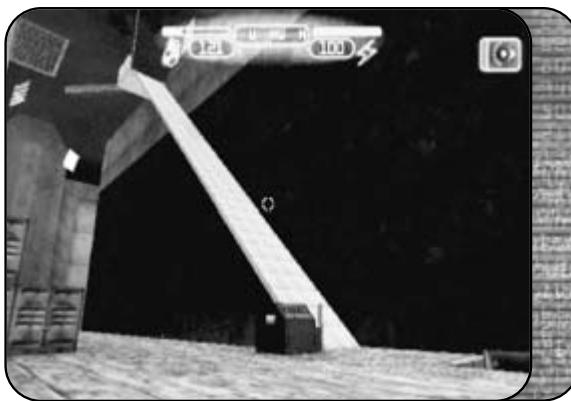


Walk down toward the passageway into the building. Along the way, a mechanic who's a friend of Vinnie from the Underworld gives you the code to raise the ramp (6655).

**If you didn't buddy up to Vinnie,
you can get the ramp code in the
next step.**



Walk inside the main building. Go to a sealed door with a small office next to it. Take out the trooper and press a button to open a door leading to the base entrance; this helps you escape later. Also, a datacube here contains the ramp code if you didn't get it from the mechanic.



Go to the docks, punch in the code, and raise the ramp.

Wall Cloud



When you board the supertanker, there are some interesting things on deck. Avoid the guards.

There are some handy crates containing gear on the east end of the cargo deck.

Go farther east (hop up on the rail and walk along it to get there) to find a GEP gun and some rockets.



There's also some ammo stored on top of the stacks; reach it by climbing a ladder to the west deck crane and hopping down.

Walk up the ramp to the second level. Clean out the sailors in here, then look around.



A small lab contains a tiny vial of Ambrosia. Take this with you to save Stanton Dowd's life. In the same room is a safe containing an aug upgrade canister.

Across the hall is crew quarters and the head. A few useful items are locked in the lockers.



Go up and beware the camera in the hallway upstairs. The rooms on this level are conveniently labeled. Enter the sick bay. In addition to the ship's medbot, there is a key to below decks and a datacube containing the code to raise the bridge in engineering (9753).

There's a grate in sick bay that takes you to the electronics lab. A datacube in the lab contains the code for ops (83353). Also here are Accuracy and Silencer mods and a working repair bot, among other useful stuff.

On the other side of this level, the hallway is protected by a camera; evade this by ducking into a wall grate.



In the ductwork is a ladder going up. Take it and go to the end of the duct, over ops. If you haven't otherwise roused them by setting off an alarm, there are a couple of guards whom you can easily take out.

In ops is a datacube containing the code to the captain's cabin (65678) and a key that unlocks the security area access panel.

Hack the security panel outside the door. There's a small exploration bonus for going outside on the bridge.



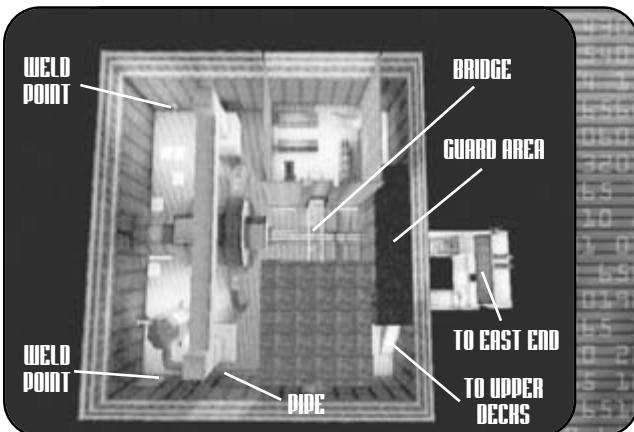
The captain's cabin contains a datacube with the code for the armory (71324), another with Captain Zhao's computer access (login kzhao, password captain), a holoprojector with a recorded message from Walton Simons, and another copy of the below-decks key. There's a big credit chit in the desk drawer.



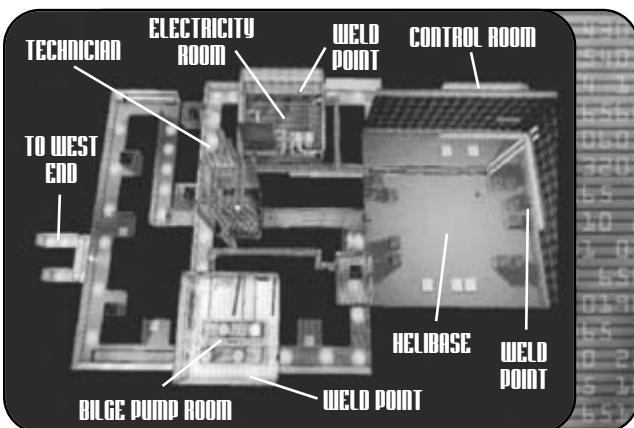
On your way down, stop by the armory. Grab all the ammo you can use. A couple more LAMs are in here. Avoid the TNT.



Below Decks



BELOW DECKS: WEST END



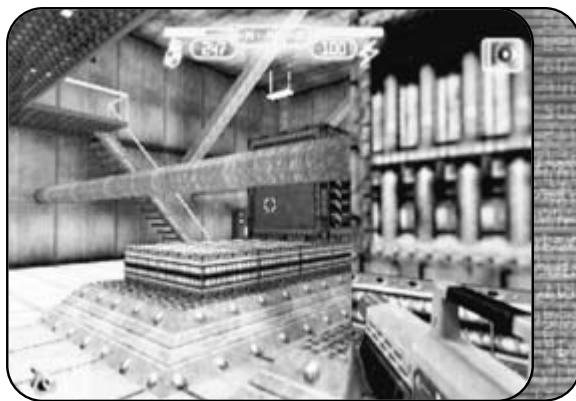
BELOW DECKS: EAST END

Go down the stairs. Beneath the stairs is a guardroom containing two guards. Avoid the two security cameras down here. Take out the guards with gas grenades and go through the room to the east.



Make your way south, then east, watching for guards, until you come to the security panel. Most of the little alcoves along this hallway contain gear.

The login and password work, so take care of the cameras.



Go through the door near the panel and take out two guards on the other side. You're in the room with the bilge pumps.



Tong tells you what to do; hit the switch on the wall, then log on to the computer (kzhao/captain) and use it to reverse the pumps.



Blow up the weld point on the wall (use LAMs or GEP shots) before you leave.



Take the stairs leading up. There's a mechanic in the hallway working with a repair bot, which you can come back to whenever you need. The mechanic warns you about the danger inside. Snag a key to the helibay ops room door from the floor nearby.

Disable security with the wall computer at the end of the hall.



Avoiding the electrical arcs, enter the room at the end of the hall. Watch out for the out-of-control spiderbot on the floor below.

Turn around and deactivate the security panel on the wall, then climb down the ladder.

Open the electrical panel in the southwest corner. Open the grate and drop into the ductwork.

The first panel in the ductwork deactivates the laser trigger; the second one shuts down the out-of-control machinery.



Get out of the ducts and blow up the weld point in this room.

In the shadowy southeast corner of the room is a grate that leads to a trench going straight to the helibay weld point. You also get an exploration bonus and a box of ammo for taking this route, but we take a different one for now.

Climb the stairs and cross the metal bridge to the other side of the room. Disable cameras by using the security panel beside the door; set the turret in the helicopter bay to attack enemies.

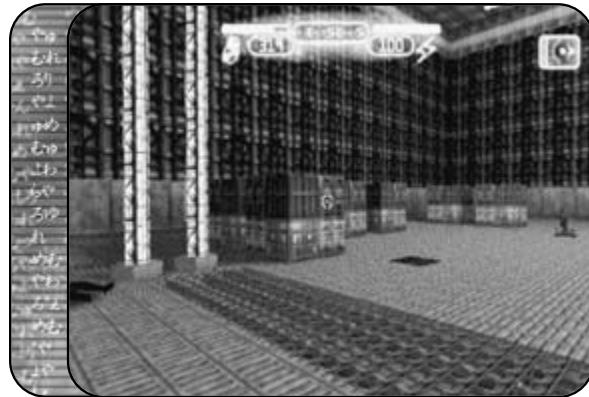
Go through the door and down the hall. Kill a couple of guards in the next room.



You're in the control room for the supertanker's heliport. From here you can break out the windows and snipe the patrolling guards below if the turret hasn't done it for you.

There's another security panel here; use it to disable another camera and turret. Take the ladder down.

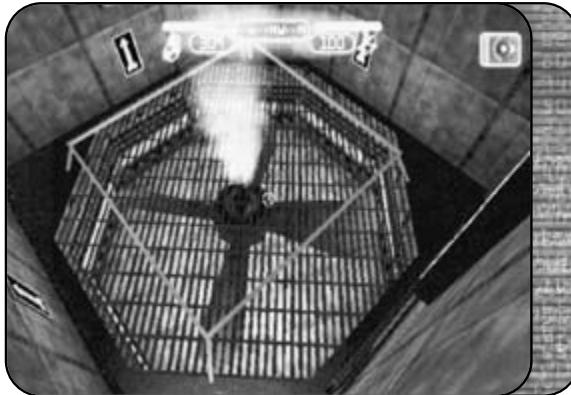
In the helicopter bay is a repair bot, lots of supply and ammo crates, and a weld point on the east wall.





HONG KONG AND THE SUPERTANKER

Loot gear from the floor and crates. Find a datacube containing the code for the hangar (4453), which you've already opened with the security panel. Blow up the weld point.



Return to the bilge pump room, follow the corridor leading away from it to the end, and go through a door to climb a ladder to the fan room. Let the fan blow you up, then take the south exit. Climb down the two shafts, then go east (the west route leads to a grate over the pump room).



Hack a door to your left. Through it are several goodies (including an electronic scramble grenade and a GEP gun) and an augmentation canister.

Take the open doorway down a corridor to the catwalk you spotted in the bilge room. Take down a guard on patrol up here and get the gear.

The north exit from the top of the fan room leads to the ductwork overlooking most of the rooms on this side of the ship.



Go through the guard room to the west side of the ship and the final two weld points. This part of the ship is sparsely guarded. Walk up to the weld point in the northwest corner and blow it up (be clear of the exploding barrels nearby).

Wait for the alarm to subside, then collect the LAM from the crate in the northeast corner of the room.



The final weld point is tricky. Locate the keypad (look on the walls near the metal bridge overhead) and raise the bridge (the code, which you found above decks, is 9753). Go up the ramp, climb the ladder, and cross the bridge to the engineering office.

Collect ballistic armor, then climb a ladder. Take out the crewmen upstairs. Lead off with a gas grenade through the hatch so they won't activate the alarm and turn the turret on you.



There's a security computer here; use it to turn off the last few cameras.



Go down the ladder to the engineer's cabin, break out the window, and hop out onto the pipe. Follow the pipe to the enclosed area in the southwest corner and drop to collect the supplies there (including a LAM, if you need one).

Climb up the crates to the top of the enclosure, and before you hop down, turn around and blow out the weld point. Jump off the ship into the water.



Jock is waiting on the roof of the assembly building. Do as Tong tells you and take the ladder near the west end of the dock. Upstairs, crawl to the air-conditioning vent you entered through after riding up on the crane.



Get into the helicopter and take off.

Family Plot



Jock takes you to a cemetery in the city, where you're supposed to meet with Dowd. A creepy caretaker lets you in.

There's a bioelectric cell in an open grave and some shotgun shells tucked away near the caretaker's hut.



Head toward the mausoleum, but don't go in the front door. Instead, jump in the open grave in front of the building and take the underground passage.



When you reach the mausoleum, Dowd is waiting for you. If you brought the Ambrosia vial from the *Wall Cloud*, he accepts with grateful relief.

Things are stored in the sarcophagi around the room. Counterclockwise from the north wall, they are: empty, ammo, snacks, and a secret entrance to more tunnels below the cemetery. A wall safe next to the southern sarcophagus contains an aug upgrade.



HONG KONG AND THE SUPERTANKER

Jump into the tunnels. A few more supplies are down here. You get a message from Jock that he has landed in the graveyard, but an EMP field emanating from the caretaker's shack prevents him from taking off.



Go up the ladder. A squad of MJ12 troopers has occupied the cemetery. Make your way to the caretaker's hut and dispense with the treacherous caretaker.



There's a keypad on the wall, behind the painting in the front room. Hack it to reveal the generator; blow it up.

When you blow up the generator, another squad of troopers moves in. Clear them out and dash for the helicopter.



Gray Paree and Treasures of the Templars

Gray Paree

In Paris, Jock drops you on the roof of a partially completed office building. Go downstairs; there are several methods to do so.

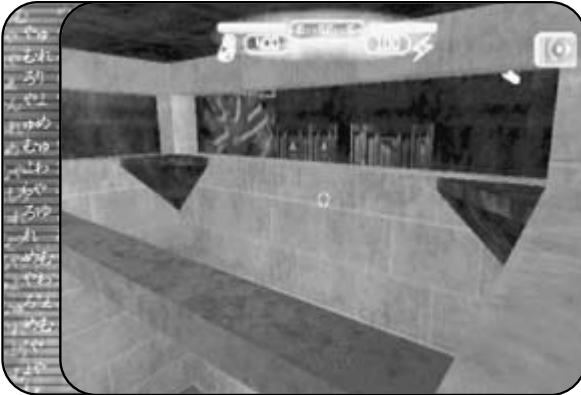


Break into the construction hut on the roof, where there's a book that contains a code for the elevator (4003). There's also a napalm canister in here.

You can pick the keypad to the elevator, or you can carefully jump down the unfinished elevator shaft from floor to floor (activate your Speed aug, if you have one, just in case).

When you make it down to an opening, go into the building proper.

Go up a flight of stairs and talk to the distraught woman. She tells you about the local greasel problem, and gives you a key code (0001).



Stack crates to reach the ceiling above her and find a small stash of goodies.

Continue up the stairs. Pass a shaft with a ladder (ignore it for now) and find the rack with a hazmat suit.



Go to the big garage-style door and punch in the code the woman gave you (0001). The radiation is intense inside, so activate the hazmat suit and your Environmental Resistance, if you've got it. You need both for enough time to dash through the room to the door in the northwest corner and for gathering the supplies from the crates inside.

If you're weak in Environmental Resistance, go to the northwest corner and ignore those crates.

When you get to the little room with the repair bot, you're safe from radiation.

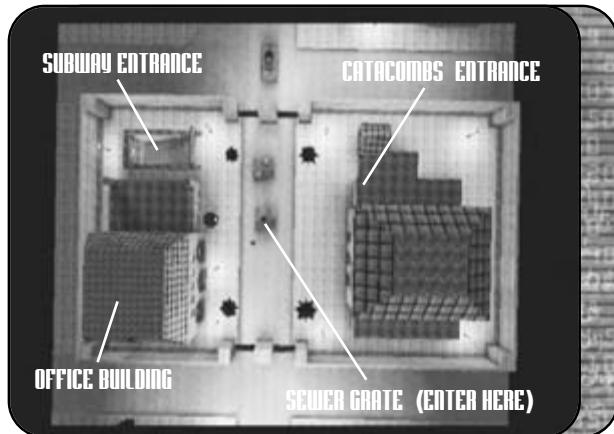


Take the ladder down into the tunnels and kill the greasels. Kill four greasels. Then, return to the woman (prepare for the dash through the radioactive area) and let her know they're dead. You get 200 skill points and some information.

Go to the sewers. If you're worried about your ability to survive a third crossing of the radioactive area, go through the shaft; a side passage leads you to a small vent that lets you avoid the radiation room.



After you are safely across, go through the sewers and up the ladder at the end.



Paris, Near the Catacombs Entrance

Go up into an area patrolled by three MJ12 commandos. Take them out. One has a key to the catacombs.

The building to the east is the entrance to the catacombs, but explore a little first.



Go to the subway station. The guy to your left is an illegal arms dealer named Defoe. His prices are outrageous, but he offers you a better deal if you take out the troopers garrisoned in the station. He doesn't care about their security bot, but it's in your way. If you do what he wants, he'll cut his prices by two-thirds.

Don't hack the ATMs, yet.



The troopers and the bot are on the north side of the station, along with useful supplies. Go to the northeast corner conference room, to find a medbot and a security panel.

Use a small ventilation tunnel to initiate a sneak attack on the conference room.



Leave the station and go next door. At the top of the stairs going down is a window to the office. Break it out and hop inside. There's a datacube under the desk with an ATM access on it (account 2221969, PIN dullbill).



An office upstairs contains a locked cabinet with useful stuff, including a datacube with the security access for the building (login rzelazny, password shadowjack) and a key to the warehouse. There's a security panel where you can use your new code.

If you're in this building and the phone rings, pick it up; it's for you.

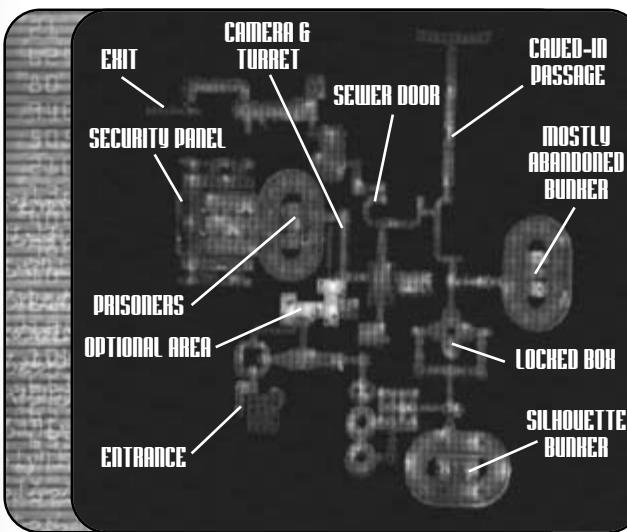
dil



Now go to the basement. The door is open (from the security panel). Inside are a working repair bot and a key to the office you already broke into, plus some other useful stuff.

Go back to the ATMs in the subway and use your new ATM code. Disable the camera or hack the security panel in the conference room before hacking the ATMs.

The Catacombs



Go to the building that houses the entrance to the catacombs. Enter with the key you took from the MJ12 commandos. If you avoided them, go to the back of the building to a boarded-up window that you can smash open.

Watch out for the gas-grenade booby trap at the entrance to the hall. Crouch and go through the low tunnels, which allow you to get the drop on troopers in a side room.



Continue down the hall, looking out for troopers and commandos. Tong warns you when you are close to the Silhouette bunker. Push a stone on the ledge to open the door to the right.

In the bunker, the leader of Silhouette, Chad, offers to help you find Nicolette Duclare in exchange for freeing his people held by MJ12. He also gives you a key to the next area of the catacombs.

The locked cabinet in the next room holds a copy of the key you got from Chad. There is a medkit on top of the cabinet.



An MJ12 commando patrols the area beyond the locked door. Take him out before you open the locked box. In the box is the security password for the system that MJ12 has established down here (login hela, password ragnarok).



To the right is another bunker like the one Silhouette occupied. Inside, a junkie sells you a magazine of tranquilizer darts for 200 credits, or up to three medkits at 600 each. There are vials of Zyme lying around. You can sell them in the city.



Go to the end of the caved-in passage, watching out for the LAM booby trap on the wall. There's some good stuff down there.



Now you're entering the area totally under control by MJ12, so be careful. The locked box at the top of the ramp contains all three types of crossbow ammo. There's some ammo on the ledge around the east room, plus another datacube giving you the security login. Use the stairs outside to reach the ledge.



A ladder leads to an optional side area. There's a repair bot behind a very tough lock. If you open the gate, the bot comes out and fixes the berserk machine, allowing you to get to the goodies beyond. Don't do this if you're short on picks, unless you need the repair bot.



The next bunker is a rough fight. First, get past the camera and turret at the door. There are a lot of troopers and commandos on duty (thankfully, most of them are around the corner from the entrance), plus a WIB in charge of the operation. Work the perimeter and take them out one at a time.

The locked box contains a Reload mod and some other supplies. The well allows you to swim deeper into the base, which leads to tough fights. It allows you to get the drop on a couple enemies. Clear the area to get to the security panel and turn the turrets to your side.



However you get to the security panel, on the bench near it is a key to the sewer exit. Upstairs are a couple of supply crates and some excellent cover for sniping.

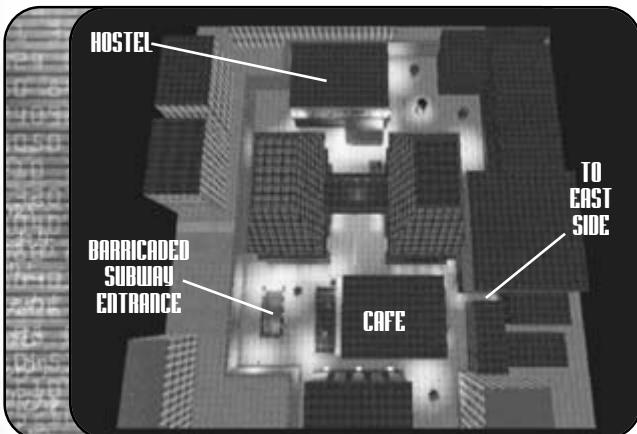


The prisoners are held in the central area of the bunker. They need to get back safely, so don't let them out until you turn off security.

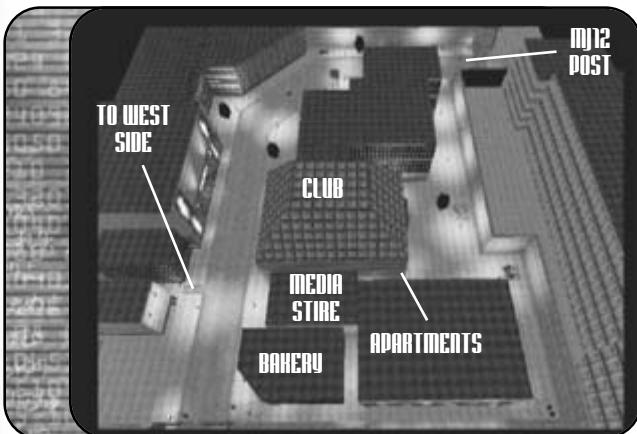
When they're free, report to Chad. He tells you Nicolette Duclare is at Club La Port de l'Enfer (The Gate of Hell Club).

Unlock the sewer door. Do everything you want to before you go to the sewers, because you can't come back.

Champs Elysees



Champs-Elysees, West



Champs-Elysees, East

Take the sewers all the way until a new area loads. (Ignore the first two ladders leading up.) When the load occurs, you're under the eastern side of town.

In the newly loaded section of sewer, there are two more ladders leading up from the sewers, one open and one locked. The open one takes you closer to a MJ12 command post, so it's more dangerous.



When you come up, look around for the enemy and take him out from cover, then duck into the sewer in case your attack draws attention. Emerge only when the area is secure.



Near the open sewer entrance is a little MJ12 command post. Hack the computer inside to shut down the larger military patrol bots patrolling the streets. However, the smaller security bots continue to patrol.

MJ12 will shoot on sight, but the French police won't do anything unless they see you do something violent or illegal. Subdue them with the riot prod to keep them out of the way. Search them, too; they carry useful ammo and weapon mods.

Do not hack any of the ATMs—yet.

Now that the big bots are disabled, use the streets to go to the western side of town. Subdue cops and stealthily kill MJ12 along the way.



Locate the café. Talk to the couple here to get the computer login for the MJ12 command post (login street-station17, password werewolf). Use this password if you failed to hack the computer before. If there are still military bots loose on the street, you can return to the command post and shut them down.



Remember when Jaime Reyes asked you whether he should run away from UNATCO or stay on as a spy? If you told him to hang around, he shows up here in the café, and he brings you Gunther's kill word. It's "Laputan Machine."

In the kitchen is the chef's to-do list, which includes his ATM account information (account 001506, PIN naga066).

In the hostel to the north, the key to the locked room is on a cart on the second floor. Inside, you find yet another ATM password (account 004418, PIN morbus13).



Down at the hostel's bar, a bartender tells you about Club La Port de l'Enfer. The two criminals at the table want you to break into the bakery and steal some Zyme that the owner keeps hidden. They'll pay cash.

If you're rude to the crook once ("I don't deal in Zyme...") he'll increase his offer.



The bakery (on the east side of town) has six vials in the oven and a credit chit that's yours to keep. If you cleared the cops from this area, you can break the window instead of picking the doors. Go back to Renault in the hostel and he'll pay up, no questions asked.

The digital media store next to the bakery contains an ATM, a multitool, and a small exploration bonus.

There are two locked apartments behind the bakery and media store. The one on the right contains a couple having a domestic argument and a few goodies upstairs, near the bed.



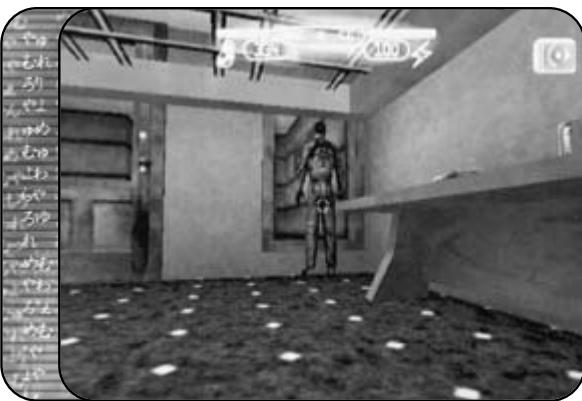
The one on the left is the home of an arms smuggler. Lots of ammo and weapon mods are in the locked box. He's also left his new ATM account information (account 005133, PIN salem008).

Go to the various ATMs on the street, enter the three legit passwords you collected, and hack them.

Nicolette



Now you're ready to enter the club. The cover is 300 credits. If you don't have it, you can sneak into the club through the air conditioning duct.



You can get into the club from a back entrance, but this requires lockpicks and multitools.

The duct system starts out with a locked grate in the entryway and runs to the doorman's office. From there it goes through the bathroom, and then ends up at another locked grate in the accountant's office.

Use the riot prod to subdue the doorman. He has a key to the front door and a lockpick.

For now, we assume you pay. Inside is a go-go dancer who provides useless information about the club patrons at 20 credits per tidbit.

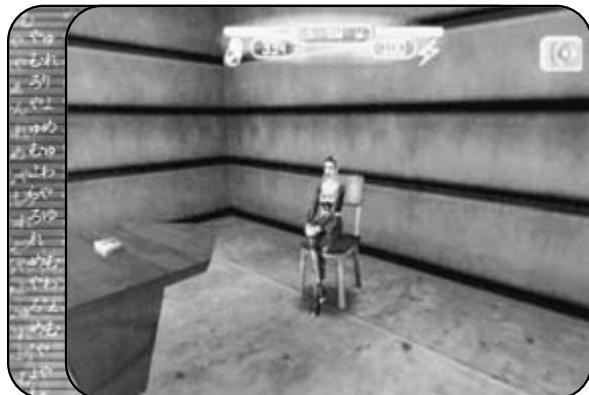
A former employee named Cassandra offers to sell you the code to the business office (1966) for 200 credits. It's worth the money.



Go to the business office. The club accountant offers you the address of the arms dealer for 1,000 credits. Don't bother; you've already been there.

There's a secret stash behind the painting. The locked closet contains a few goodies, but the nearby supply room (open it with the code Cassandra gave you) has a lot of ammo and other useful things.

The bartenders are talkative. In one corner is a guy named Antoine who's selling bioelectric cells for 250. In another corner, a pair of women argue about Silhouette. Talk to them. One blurts out that Nicolette is in the club.



Upstairs, things are quieter. The club owner, Kiergard Tarot, is keeping an eye on things. The young woman in the purple dress offers to set up a meeting with Nicolette behind the club. The young woman in the purple dress is really Nicolette.

When you meet her behind the club, Jock picks you up. Look down as the helicopter takes off. Gunther arrives on the scene, moments behind you. He's catching up.

Chateau Duclare

Jock takes you to Chateau Duclare, Nicolette's childhood home, to look for clues about the Illuminati. Nicolette tags along.



Don't pick the front door. Go to the back, smash the barricade over the back door, and enter at will.

A computer in the study yields little information (login nicolette, password chad). There's a key on the bookcase nearby.



Upstairs, the key to Nicolette's room is in the bathroom. Inside the room are some throwing knives and a lockpick. Fiddle with the skull over the fireplace, and open a stash with more gear.



The key to Beth's room is on a table in the upstairs hallway. Look behind Beth's "favorite painting" on the north wall. You find a Reload mod, a key to the basement, and a note to Nicolette. In addition to some personal sentiments, the note includes Beth's computer login information (login bduclare, password nico_angel) and the code for the "suspension vault" (1784). You can also take the dumbwaiter.



Go to the wine cellar. The candelabra opens a secret door. Beyond is an old bunker. Go up the stairs, either breaking the obstacles out of your way, or climb a fallen beam, open a grate, and slide along a ledge to get in through a window.



Get to Beth's personal computer, an Illuminati mainframe. Don't get too close to the processor core; it shocks you.

Gather all the supplies, including the Accuracy mod and the lockpick on the ledge outside the window. Use a security panel on the wall on a ramp leading out to open the containment chamber and get the aug upgrade.

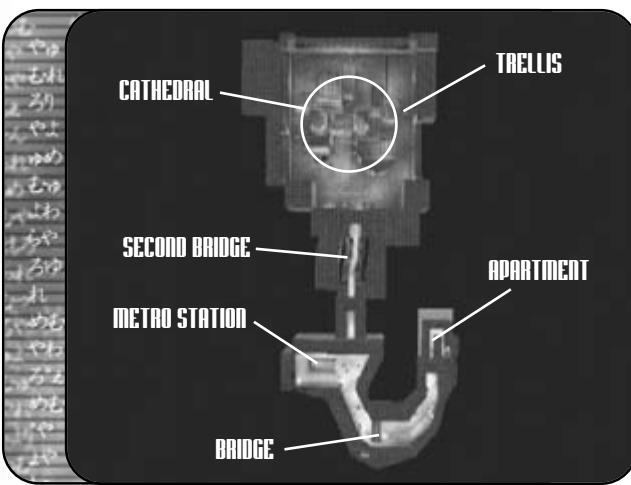
Log on to the computer (login bduclare, password nico_angel) and send a signal to Morgan Everett. On your way out, he contacts you via your infolink. He tells you to break into an MJ12 base find the information he needs to create a cure for the Gray Death. He also tells you to get a key that opens the family crypt from Nicolette. She complies and tells you about the ancient castle of the fabled Knights Templar.



Go to the Mausoleum and deal with a squad of MJ12 commandos who arrive right after you.



Treasures of the Templars



Templars' Cathedral and Environs



When you emerge from the sewers, jump up on the crates, break out the window, and enter the gatekeeper's apartment. Grab the credit chit, walk up the beam to the next floor, and grab the key by the mirror.



Unlock the gate and go through. Take out the commando on sentry duty, timing your advance to avoid the patrolling military bot and staying low to avoid the attention of the guards on the bridge. Move down the left side of the alley until you see the window opposite the entrance to the bridge. Shoot out the glass, then retreat until the alarm stops.

Snipe at the bridge guards from down here.



Stay in the corner of the window, right by the security panel. Neither the camera nor the patrolling bot will see you. Hack the security in the window or disable the camera.



Open the door and take out the three guards on the bridge. Hack the security panel on the other side of the bridge, to shut down the military bot. Or destroy or disable it from up here. Move along to the metro station; kill a commando and trooper here.



Move along a bridge toward the cathedral; kill another commando here. Four sentry bots patrol the grounds. Dive into the moat and swim through a tunnel to the well. You can evade the bots if you're careful, plus there are a couple goodies along the way.

If you want to take a shortcut, blast (or pick) your way into the ground-level door to the west building.



However, if you want to explore everything, head for the trellis on the northeast side of the east building. We take the trellis route.

Tranquelize the human guards and avoid the bots by staying out of their line of sight.



Climb the trellis to the roof, climb an angled beam, and drop through a skylight into the library. Be quiet; guards are above and below you. Grab the front door key under one of the bookstands. The books give a history of the Knights Templar.

Go down the stairs. There are two commandos at the bottom. The stairs make an excellent choke-point for LAM booby traps.

The first room contains copy of the main door key. The bedroom beyond it holds a Recoil mod, a datacube with two door codes (1942 and 0022), and a security login (login 34501, password 08711).

Search the other bedrooms. On the opposite side of the ground floor, accessed from the stairwell on the other side of the library, is a chapel guarded by a commando.



Go upstairs and take out the sniper at the window. Watch out for the guard on the bridge; if you don't take him out quickly, he'll call for back up.



Go across the bridge and down the stairs, dealing with the snipers as you go. When the stairs split off, stay on the main stairwell. Go to the kitchen in the basement. Talk to the chef, but watch out for the two troopers in the back.

Return upstairs and cross to the west side of the building, then go down. You come to a locked door. Use the "Sidon's Vault" code (1942).



Get past the laser triggers with the electrical panel under the stairs. Run across the room to the west wall, where there's a security panel (login 34501, password 08711). You should be able to outrun the turrets—the panel is out of their line of fire.

In addition to Morgan's gold, this room contains a working repair bot and weapon mods for Scope and Reload, along with other goodies. From the stairs, a bioelectric cell and a Range mod are in sight—jump to get these; Speed Enhancement helps.



Up the stairs is a room guarded by a sentry and a security system. The door out of this chamber is important, but ignore it for now.



Continue upstairs. At the top, go into the unlocked room and take out the WIB. There is another copy of the front door key and another datacube here. Pick the cabinet in the corner to find a credit chit.

Use the security panel (login 34501, password 08711) to turn off the camera.

Pick or blow out the door across the hall. Go up the stairs. The door at the top leads to an empty balcony; don't waste any resources getting to it. Use the light fixture on the wall.



This opens a secret door; enter, and take the ladder down. Be careful in the room with the computer, because Gunther is waiting for you. Use the kill word from Jaime in Paris and the encounter is short. If you fight Gunther, keep your distance while he talks to you, then take him out with high explosives. Watch out for his flamethrower.



Logon to the computer (login 34501, password 08711) and uplink the info to Everett.

Everett confirms receipt of the information and orders you to go to the Metro station for further instructions. As you leave, Walton Simons appears in the holo-projector.

Mister Everett's Neighborhood

Leave the chateau. On the way to the Metro station, Everett explains something about Icarus. You also get a message from Bob Page.

The four cops and two commercial bots on duty in the lobby won't attack you.

Go into the lounge. A technician in there sells you black market weapon mods.



Climb the ledge on the east side of the room. Stack furniture to do it; drag in crates and trashcans from the main room. Grab the multitool and read the diary, which contains an ATM access (account 756001, PIN wyrdred08).

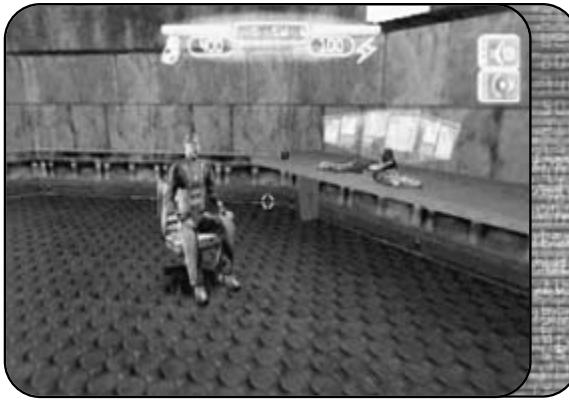
Break out the glass to go into the locked room. Inside is a working repair bot and an ATM. Use the password you just obtained.



Go down the stairs to the platform and meet Everett's associate, Toby Atanwe. He sedates you and takes you to Everett's.



Help yourself to credit chits in the living area, and a key to the "Aquarium Hatch" in the bathroom. There's also a secret panel behind the mirror in the bathroom. We'll get back to that.



Go down, past the repair bot and the big aquarium. Take the passage that branches to the left. Inside, you find Alex Jacobson, who's doing some temp work for Everett. He warns you not to trust the Illuminati. Talk to Alex twice.



Hack into the computer to find a message from Everett to Atanwe with a couple of key codes (2384 and 6426). In the next room is a medbot, a datacube with part of a security code (no login, password pynchon), and a locked door.

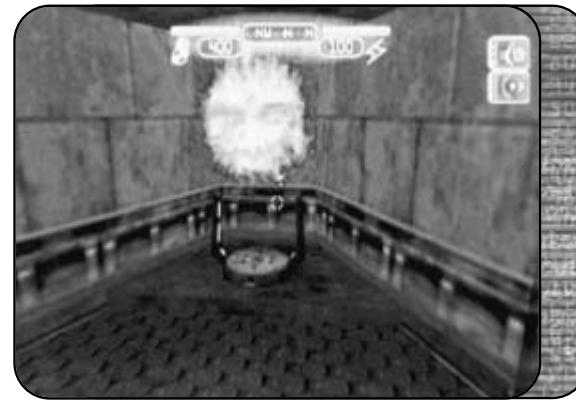
This locked door, and the locked secret door in the upstairs bathroom, have the keys to each other inside them. Break into one or the other. The one you enter first should be determined by which you can best afford: The lockpicks to enter the one upstairs, or the multitools to enter the one near Alex.



The room behind the mirror is the home of Lucius DeBeers, the leader of the Illuminati. Everett has him in cryogenic suspension. He can't move, but he can talk and he recognizes you. He wants you to tell Everett that he's cold.

When you talk to Everett, he admits that he has no intention of thawing Lucius. Go tell Lucius that Morgan is going to keep him on ice.

Use the security panel to shut down Lucius's bio-support system and put him out of his misery. This annoys Everett. Also in this room is the code to the locked room near Alex Jacobson (8001).



The room near Alex Jacobson contains a talkative AI called Morpheus, a few other useful tidbits, and the key to the secret room upstairs. Talk to Morpheus several times.



At Everett's inner sanctum, the aquarium access hatch is inside, to your right. Use your key to open it. Swim in the aquarium to get a small exploration bonus, and a rebreather and magazine of darts in the next room.

Talk to Everett to get your next mission and more info on Daedalus and Icarus. There's an augmentation canister and an upgrade canister in a couple of containment chambers. Open them from the security panel (using the neverett/pynchon combination) or with the codes you hacked out of Everett's e-mail.

There's also a locked cabinet with an Accuracy mod.



Return upstairs. Use the key Everett gave you to unlock the door to the helipad. At the top of the stairs are two mechanics—one dead, and one who looks strangely nervous.

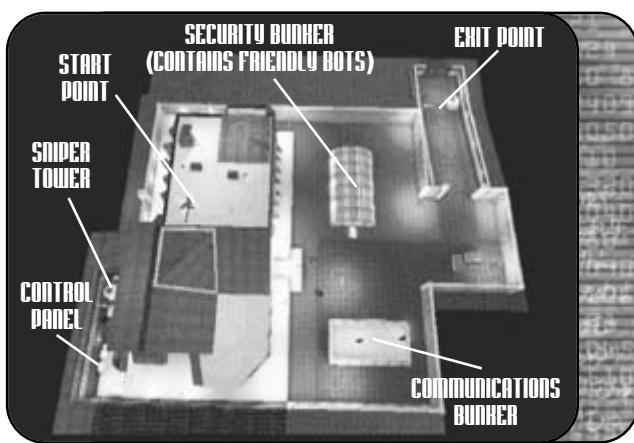


Go tell Everett your suspicions; it becomes clear that the mechanic is an imposter. Everett gives you permission to kill him. Confront him. Whether you kill the imposter or not, the warning allows Jock to find and disarm a bomb hidden in his chopper. If you don't warn Everett the bomb goes off and Jock dies at the start of the final mission.





Vandenberg AFB



Vandenberg AFB

Jock leaves you on the roof of the main building of the former Vandenberg AFB, where a small crew of renegade scientists are holding off an MJ12 invasion force.

A scientist named Carla Brown fills you in on the situation. She also tells you how you can activate the base's own guardian military bots to destroy the MJ12 bots.

There are two panels that you must find, both with the code 5868.



Explore the perimeter of the roof. There are sentries directly below you; tranquilize or snipe them.



Head downstairs, watching out for the camera-and-turret combination by the door. Take it out with a LAM from the landing directly above.

When you get to the door, hack the security panel across from it.

In the next room, try to eliminate the sentries before they can hit the alarm; otherwise, you'll have to deal with turrets, too (the alarm is next to the guy on your right).



Alternatively, climb the ladder, creep over their heads through the grate, and ride the top of the elevator down (this is worth a small exploration bonus).



Take the elevator to the lowest level (ground floor). In the middle of the ground floor are two troopers and an MIB. Take out the MIB in one shot and the explosion significantly injures the troopers. Otherwise, throw a LAM, or blow up the TNT crate as they run past it.

The snipers on the catwalk run down if there's a commotion.

TIP

Hack the security panel by the door on the south wall. Slip through the door in the northwest corner. The cabinet in the corner has bioelectric cells, a rebreather, and ammo.



Through a chain-link door to the south, open the grate in the machine for a small exploration bonus and a key. Activate the first override panel on the machine (5868).

Don't take the stairs up; they're well-guarded. Instead, ride the elevator to the second level and work your way around the perimeter of the balconies, removing snipers as you go.

Talk to the scientist next to the locked control center. She gives you the security codes (login command, password zebra42). Enter the room to the south.



Go up the stairs to your right (which also allows you to evade the turret, if you couldn't hack security). Go around the balcony and into the conference room. Take out the troopers below.

Return downstairs and move into the room below the conference room. If you killed these troopers, you can walk through the laser beams instead of disabling the wall panel.



Use a med bot here and talk to Stacy Webber. She'll reiterate the command password you got earlier. Go through the "hazard lab" door.



The hazard lab has an electrical current running through the water on the lower level. To turn it off, deactivate both electrical panels. This allows you to collect gear strewn about the room. There's more gear in a locked cabinet on the upper level.

It's possible to loot this room by jumping from object to object, never touching the water.

TIP



Enter the supply room using the key. The researcher gives you some intelligence about the tunnels beneath the base, including the password for their security system (login tunnel01, password omega2a). There are supplies here, too.



Return to the entry room (with the metal staircase). Do not use the well-guarded front entrance. Slip through the grate in the west wall. Pick the lock to the outside door and go out.



Watch for patrolling sentries and two guys in the tower nearby.

There's gear around the perimeter of this area, including in the pool of water under the twin tanks. Stay out of view of the military bots on the east side.



The override panel is on the machinery near the sniper tower. Snipe the snipers, then use your code on the panel.

If you climb up the sniper tower to collect the troopers' ammo, you'll notice a pipe leading to the building. It leads to a ledge with a couple of crates containing LAWs.



Go to the bot bay (its door is labeled "Security Bay"). Sneak to the bot house, far in the east, around the north side of the main building. Hide behind the bot bay, then run around and enter the door when the coast is clear.



Open both bot bays using the buttons near their entrances (once the bay is open, get out of the line of fire). There are extra goodies in the bot house.

If your bots lose the fight, be ready to mop up the stragglers.

You can use these LAWs you found above to blast all four enemy bots without bothering with the overrides or the friendly bots. The stealthier method is safer, doesn't use as many resources, and has more style.

Cleanup



Go to the comm hut. A scientist and a couple of technicians are holding down the fort. They tell you how to reach the tunnels that will take you to Savage.

Gather anything that looks useful. The locked locker on the left contains an aug upgrade canister, and the one on the right has darts.



Go down through the trapdoor into the tunnels, watching out for the two spiderbots.

Hack the security panel using the code you got from the scientist in the storeroom (tunnel01/omega2a). Don't worry about the locked door for now.



Open the electrical panel next to the beams. If you accidentally break the blue beams, you release two spiderbots from a trapdoor and seal the door in front of you. You can unseal the door by going back to the panel near the entrance and pushing the #1 button.

Don't worry about breaking the beams again; they seal the door only once (and no more bots will be released).



Turn right at the end of the hall, crouch, and enter the ductwork. When you reach the grate on the floor, open it and dive into the flooded maintenance section. Dive for the goodies down here. Get bioelectric cells from the dead mechanic floating near the top. Don't miss the key on the central catwalk; this is your ticket out. Swim down the hall to the stairwell.

Go down the stairway and pick the lock at the bottom to find a crate and a body with an aug upgrade.

At the top of the stairwell you emerge from the water. Unlock the door into the tunnel.



The next area is radioactive. Crank up your environmental defenses and get through as quickly as possible. Alternatively, use the key you found in the flooded areas (or spend the picks) to open the maintenance hatch and crawl over it (you miss some gear using this method).



When you are clear of the radiation, you come to a room with a gap. A spiderbot is beneath you, and another is across from you. Deal with them.



Go down the stairs to find a couple of medkits at the bottom. Halfway down is a passage. Disable the laser triggers (or just run past the ceiling turret). If you spend the tools to take out the lasers, do not open the ceiling panel where the turret is situated.



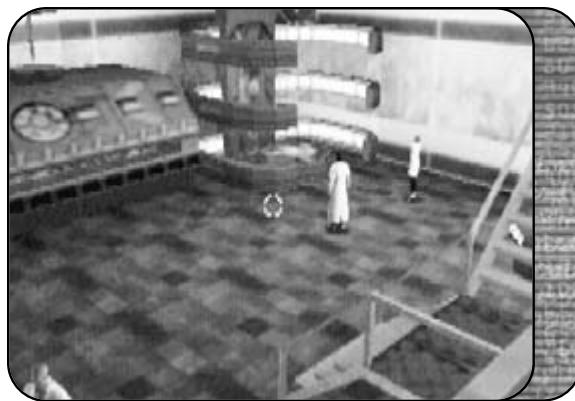
You come to a control room where you can raise the bridge in the supply room. Clean out all the goodies and cross the bridge. The crate next to the radiation hazard on the first level contains rockets.

When you're done, raise the bridge to the third (top) level, return upstairs, and cross it.

After one more spider bot (which you may have already dealt with), you're done. You find the body of the scientist who preceded you, along with a key to the control room.



Climb the ladder to the main building. Go to the second floor, unlock the blast doors to the Control Center, and hack the computer inside. Read quickly—there's some interesting mail about you.



This section is the final refuge of Gary Savage and the location of his Universal Constructor (UC). Go down to the lab.

On the way you'll run into Sam Carter, finally driven out of UNATCO.

On the floor is Dr. Savage himself. He needs your help to bypass some haywire machinery and get the computers back online. He opens the door to the core room and gives you the login info (login gsavage, password tiffany).

To your left as you enter the core room is a cart with a bioelectric cell and a key. With the key, you can go up to the top level and enter through the processor room which is the best option if you have no multitools.



However, we assume a more conventional approach. From the entrance, hug the right wall until you reach the back passage. Time your passage through the arcs to minimize damage and bypass the electrical panel on the wall; this turns off the juice on this level.

Push the button on the back wall to call the lift and ride to the second level.



You must cross one arc to reach the panel on the second level. Deactivate it, and you're clear to the computer. Login using the access Savage gave you and establish the uplink.

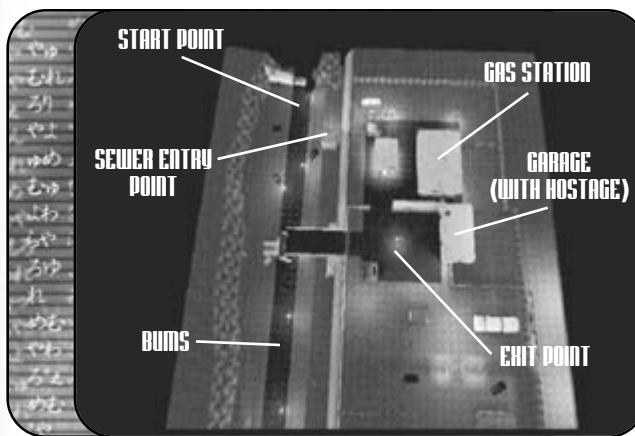
Something weird happens. Daedalus and Icarus merge to form a new entity, Helios.

When you leave the lab, you find Bob Page on the holo-projector to Savage. He tells you that Tiffany Savage is a prisoner, and she'll be killed unless Savage hands over necessary parts for a UC. You volunteer to rescue her.



Leave the command center, then get outside. The helicopter is in the northeast corner of the base, through a gate that was previously closed. Get inside.

Tiffany



Gas Station & Environs

Tiffany Savage is being held at an abandoned gas station.



Unless otherwise noted, all your attacks in this area should be stealthy. Raising the alarm will get Tiffany killed.

Use the stealth pistol, sniper rifle, and riot prod to maintain stealth.

Avoid anyone you can't take out—at least until we tell you it's okay to start openly shooting.



Run to the end of the canyon and talk to the bums. One gives you a key to the plumbing access hut and offers to sell you some gear.



Unlock the hut and climb up. There's a trooper at the top of the ladder, right outside your cover, and he has LAMs. Take him out, then deal with the commando in front of the station.



Open the fence door leading to the back of the station.
Kill a trooper and a pair of dogs.

Quietly enter the station. Grab anything that looks useful.



Make your way to the grate in the northwestern corner of the ceiling using crates.

Follow the duct, looking for a hole above. Crawl into the crawlspace and then onto the roof. Jump across to the garage roof and immediately crouch. Notice the ceiling panel here.



This next bit requires stealth and speed. There's an MIB and a trooper in the room below. Normally, you'd want to take out the tougher opponent first, but this time take out the trooper; they're both going to try to kill Tiffany, and the trooper is closer.

NOTE
Remember that your top priority is
to keep Tiffany Savage alive.



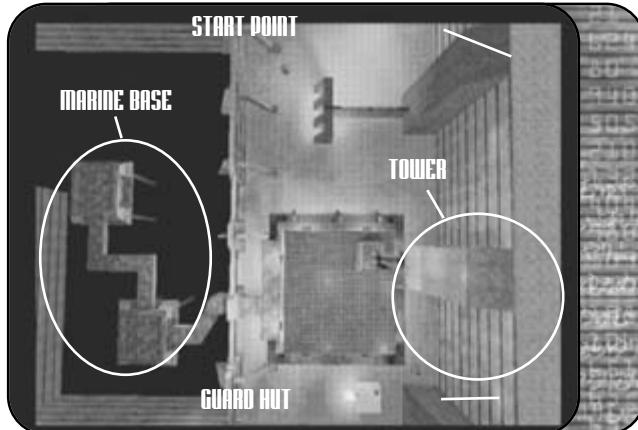
Drop to the top of the cell, hide in the corner until the MIB and trooper settle down, then snipe both. If anyone else comes in, shoot them from up here as well.

Watch out for the MIB's plasma gun and make Tiffany stay put until you're sure the way to the helicopter is clear. Clear out the two commandos lurking outside.



Return and let Tiffany know when the coast is clear. Explore the rest of the area; when you're ready, Jock takes you to finish Tiffany's aborted mission.

By the Sea



Marine Base

Jock drops you off near a large open area patrolled by two military bots and a single human sentry.



Hug the wall as you approach the round tower in the distance. Watch the closer bot, following it when its back is turned and hiding when it turns toward you.

The human sentry has a key you'll need later. Take him out while the bots aren't looking.



Eliminate or evade the bots and go to the small building in the southeast corner of the area. Pick the lock and go inside.

You'll find two keys inside: one to this building and the other to the tower. There's a hatch to the ceiling, but you can only reach it by using the Speed augmentation. It's a good post for sniping, but don't sweat it if you can't reach it.

You can swim from the ramp that goes down into the ocean all the way to the sub bay you're heading for, and do the rest of the mission in reverse order from how it's listed below.

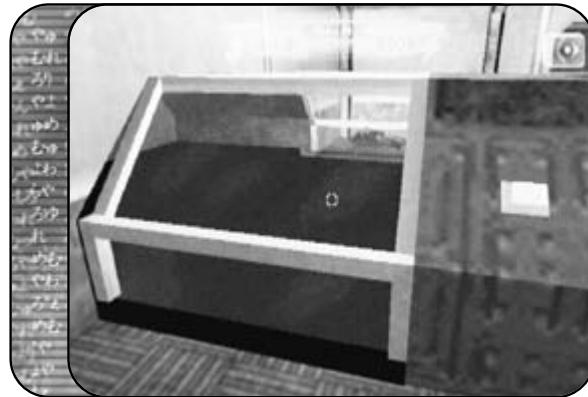
NOTE

Enter the tower and climb the stairs. When you get to the top, go right, into the room with the tank.



Wait in the corner and take out the guard when he enters. Talk to the scientist, who gives you the code to open the tank (1223). If she runs away at first, let her calm down and then approach her.

There are several ways you can go from here. Down the hall is a barracks/breakroom with another guard in it. The doorway is guarded by a camera, so we'll approach from a different way.



Check out the tank. A baby karkian swims around in it. You can avoid or kill it.



The tank leads to a pipe that takes you to a storeroom on the lower level. A trooper patrols the catwalks overhead. Outside the lab next door, on the outer catwalks, is an MIB. Any disturbance in the lab will draw him in.

There are also a couple of sentries patrolling the perimeter. Clean the place out.



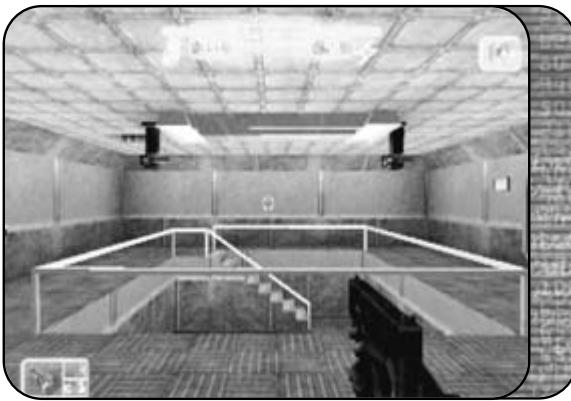
When the area is secure, talk to the male scientist in the lab. He gives you his computer login (login apinkerton, password antennapedia) and gives you a detailed schematic of the ocean lab.

Hop into the floor grate and travel down the ductwork to a room with a couple cases of ammo, then return to the lab.

Climb the ladder and go through to the barracks via the back entrance. Kill the guards without going inside.



Look straight up and disable the camera. There's an assault shotgun and a Silencer mod on the table. Behind the door with the digital keypad is a supply room with several crates of ammo.

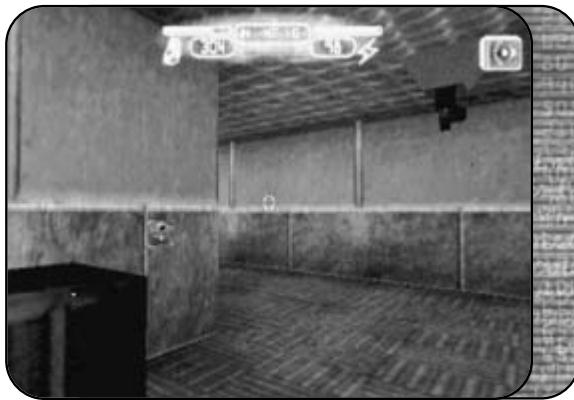


Go back to the ladder and climb all the way down. Follow the corridor. Go down the ladder to a winding hallway and follow it. When you come to the room with a guard, don't let him hit the alarm button; it will turn on the ceiling turrets.

Take a dip and see what the underwater portion of the base looks like. It's definitely a sight worth seeing, but be careful and keep your crossbow ready; a couple of frogmen patrol the area.

Open the door and follow another corridor. Deal with the guards along the way.

In the next room there's a sentry and some supplies. Deal with them and take the lift down.



Before the long hallway, hack the security panel to disable the turret right in front of you. One sentry patrols the long hall.

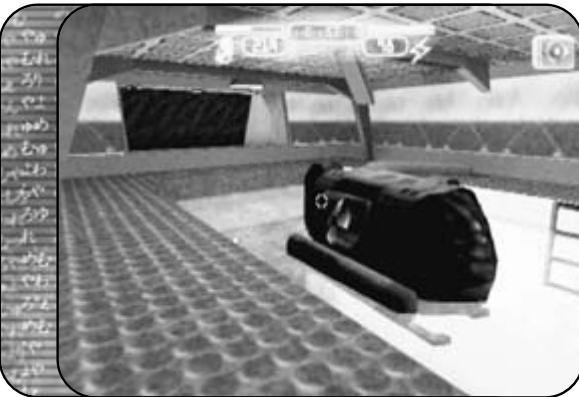




The next area is much more dangerous. There's one trooper down here and two more upstairs. When they're defeated, grab the datacube off the cart and get the security login (login tech, password sharkman). Log on to the security panel, then open the sub bay doors.

You can also get the security code by talking to the female scientist once things calm down.

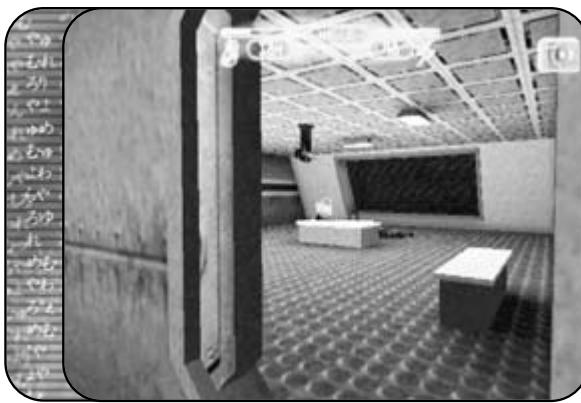
Upstairs are a couple of computers. Check Dr. Pinkerton's account—there's nothing important.



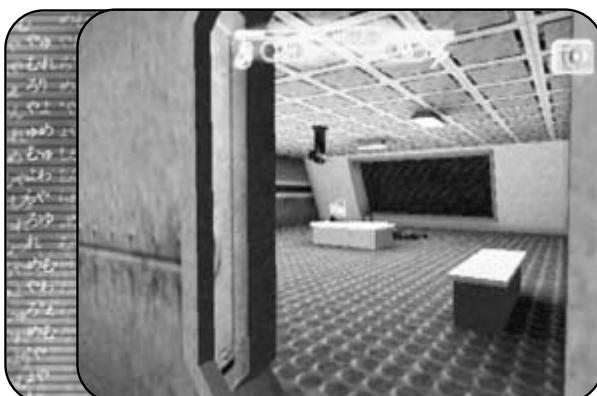
Go down to the sub bay and talk to the mechanic. Use your new login to access the security panel and open the bay doors. Take the working sub and leave.

Deep Trouble

When you arrive at the deep-sea base, it's obvious that something has gone horribly wrong. Grab supplies here and get moving.



Go up the stairs. The first two levels lead to a karkian tank. The karkians have learned how to jump out of their tank, so watch out. Grab the useful items off the floating body. There's also a plasma rifle below it.



The turret in the third floor conference isn't responding correctly. Don't mess with the security panel.

There's no easy way to cross this room. One option is to sprint under the turret and disable it by hand. The other option is to sprint for the door on the left. There's nothing useful in the room, so we choose the second option.



There's a haywire turret at the end of the next wall, but there are also some necessary things. To get past the turret, throw a LAM and destroy it. You can also sprint down to the end of the hall, crouch directly below the turret, and bypass it, if necessary.

Grab the key next to the body and gather the stuff from the north room.

Enter the south room using lockpicks; it's an armory with all kinds of good stuff, including a couple of lockpicks to replace the ones you used getting in.



Enter the greasel lab and kill the two loose greasels (watch out for the one just left of the door). Also get the greasel swimming below the ladder. Go down the ladder.



Through the unlocked door to the south and down the short hallway is a large, flooded room with three greasels.

The most important thing in the room is the sunken datacube containing the code to the tunnel leading to the next unit (5690). Loot the bodies and grab floating gear.

In the room to the southwest, ignore the hatch that leads to the open sea.

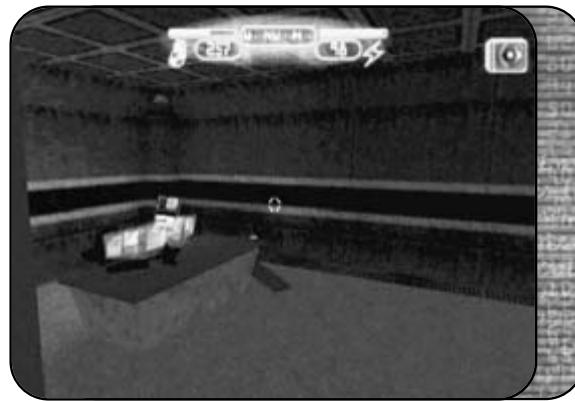


If you go through the hatch and head south toward the flashing light, you'll find a hole in the wall that leads to an area with a GEP gun and the key to the armory. The locked door to the northeast contains only a medkit.

Note that we're talking about a flashing, flickering light almost due south, not the green flashing beacon that's more to the east.

You need a rebreather or Aqualung aug for this swim.

When you're done with all that, return to the locked door to the northeast, enter the code, and continue.



Electricity guards the door leading out of the next room. Crouch and hug the south wall.

You enter a large, open newly-excavated area inhabited by a karkian and a couple of greasels.



You can sprint to the switch on the east wall, pull it, hide in the area in front of the drill. The switch will throw electricity all over the room, possibly frying some of the critters. It can also hurt you, so be careful.

EATON



There's a big karkian in the observation chamber to the south. If you approach quietly, you should be able to surprise it. Also in this room are the key to the crew module and a Recoil mod.

Open the door and go down to the crew quarters. The lockers have goodies, but nothing to worry about if you're short on lockpicks. The room to the west has a greasel waiting inside, so lock and load before entering.

Go down the ladder. The locked door by the camera is a closet with ballistic armor and thermoptic camo. The turret at the far end of the hall is haywire, so watch out. Hop in the lift under the turret and go down.

Watch out for the gas-grenade trap in the dark hall at the bottom of the lift.



You have three options for crossing the next room. Break the blue lasers and deal with the two spiderbots that your action releases, expend multitools to deactivate the lasers, or use lockpicks on a grate behind the lift to climb up to the ceiling ducts (watch out for greasels) and move over the lasers.

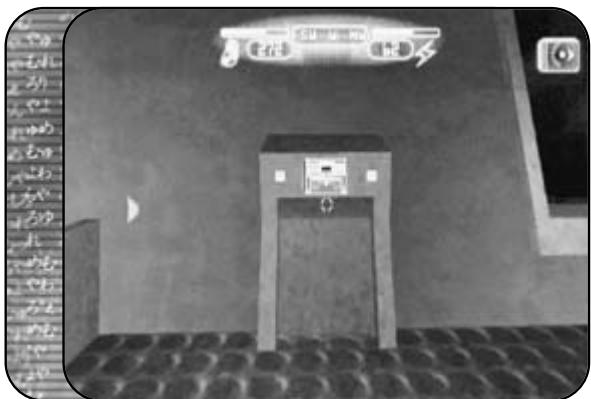


The huge room beyond is occupied by a large spiderbot. There are lifts to your right and left as you enter; each leads to upper-level storage areas. One is radioactive. The other is crawling with spiderbots.

The pool is electrified and will drain your bioelectric energy, but jump in anyway. The pad at the bottom gives you the login for both the security system and the computer (login mj12, password skywalker).

The dead MIB is carrying an aug upgrade canister (make sure you have room in your inventory to pick it up before you jump in). To leave, climb on the pipe, then jump onto the red light to climb over the rail.

Call down the lift and go up. Don't be distracted by the bodies or other stuff in the first room. They have some minor goodies, but they're mostly there to lure you into the turrets' line of fire.



Quickly go to the security panel and log on (mj12/skywalker) to extend the bridge. Cross the bridge, go to the computer, and log on to download the schematics Savage needs.



As you're leaving and pass the holo-viewer on the lower floor, Bob Page pops up to exchange threats.



Retrace your steps to the construction area. None other than Walton Simons (armed with a plasma gun) meets you there. As with Gunther before him, high explosives and full combat augs are recommended. Use obstacles for cover.

Once he's out of the way, continue toward the subs, dealing with a couple of frogmen on the way.

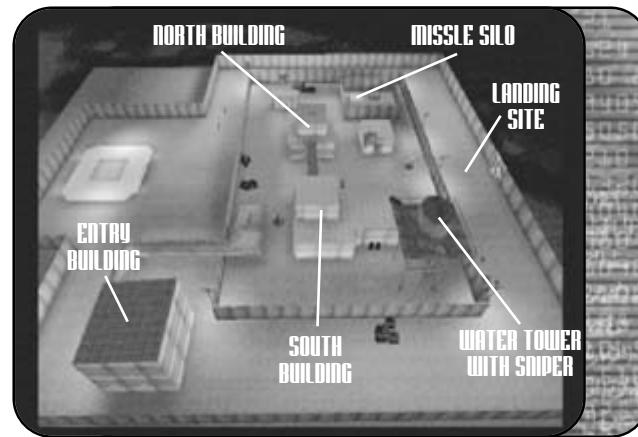


At the subs, use the wall computer to open the bay door. Then get in a sub and take off.



Backtrack to the tower. Once back at the coastal facility, you're clear. Go to the roof of the tower, where you're met by Gary Savage and Jock. If you saved Tiffany in the previous mission, Gary has a present for you: an aug upgrade.

First Strike



Missile Base

Bob Page is preparing to fire a nuclear missile to destroy Savage's UC, but you know where the missile is coming from. If you work quickly, you can stop the launch.

Jock delivers you right next to the missile site. Dogs patrol the perimeter.



Cautiously make your way to the building in the southwest corner of the compound. Don't mind the sirens; they indicate that a launch is underway.

Three troopers are taking a break on the ground floor. The key on the table goes to the front gate, but we're not going to use the front gate. In a footlocker is a Range mod.



Go upstairs and cross the catwalk to the enclosure. Watch out for the sniper on the water tower.

When you get across, deal with the patrolling security bots. Loud noises draw troopers out of the buildings.

Once the grounds are clear, explore the south building. The east office contains a couple of troopers and lots of supplies.



Go to the west office (through the grate, unless a trooper left the outside door open), then upstairs.

Cross the catwalk to the north building, which contains a working repair bot. It also contains a grate that provides access to the silo without requiring you to expend any resources.



Enter the silo and go downstairs. When you get to the blast doors, use the code (8456). Continue to advance through the blast doors. When you have a choice, take the one leading to "Launch Command."

If you don't hack the electrical panel at the entrance, be prepared to deal with a commando and three MIBs in quick succession.

From the hallway, go left into a storage area. Some supplies, guarded by a spiderbot, are up the ladder.



In the corner, behind the locked door, the missing scientist is hiding in a bathroom. With him is a datacube that gives you the password to the computer system (login elder, password armageddon). You can drop into the bathroom from the upper level and climb out using crates.



Climb the stairs to the control room. There may be an MIB up here if you didn't already flush him out. Do as Savage tells you: Press the abort button, then log on to the security terminal (elder/armageddon) to retarget the missile at Page's HQ at Area 51. Turn off some cameras.

Page is onto your plot. His people are trying to shut down the launch from the silo itself. When you arrive at the silo, the door is open.



There's a passage to the missile. You can see an MIB at the end. Take him out and a whole pack of troopers and MIBs attack; use explosives to deal with them.

If you're short on high explosives, open the grate and drop into the water below. When you enter this silo, the entrance you used to enter locks down behind you. You can return to the command side of the emplacement by hacking the keypad.

Whether you come in through the tunnel on level 5 or drop into the pool on level 1, the most important thing is to get into the elevator and ride it to level 2, where Howard Strong is attempting to disarm the missile. Take him out before he can.



You can snipe Strong from an upper level, but watch out: He's armed with LAMs.

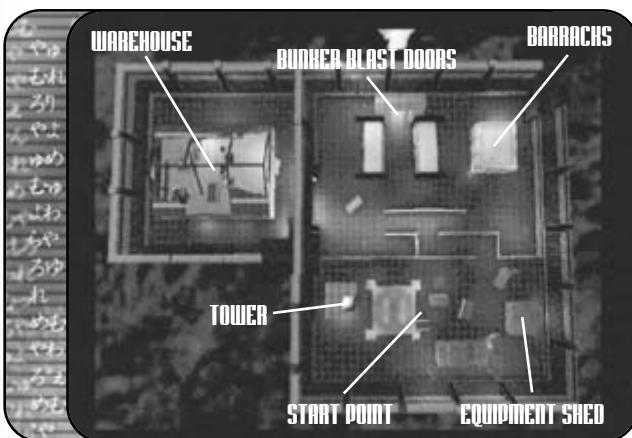
First, drop in on the repair bot on level 4.



When Strong is dead, go to level 6, where a ladder leads to the surface. Be careful of the MIB on guard up here. Climb the ladder and punch the button to open the hatch. Jock is waiting.



Area 51



Area 51: Exterior

Jock puts you down on the outskirts of the Area 51 ruins. Crouch; there's a sniper on that tower. Take him out.

If you uncovered the saboteur at Everett's place, Jock flies off into the sunset. If not, his helicopter blows up just as he leaves.

Don't enter the tower yet. For now, gun down the sniper from where you are.



There's a pile of crates nearby, including one that's tilted up against the others. Crank your Speed Enhancement aug, jump up on the tilted crate, and run to the pile.

There are two bodies atop the crates holding useful stuff. One is down in a gap. The other is across the gap; jump across to reach it.

Head down the ramp to the lower area. Watch out for the two security bots patrolling the area.



Make your way to a small door in the west leading to a new area. From there, move quietly to the hangar with the broken door. Inside are an MIB and two commandos. This can be a tough group if they all gang up on you, so use snipe-and-run tactics. After you clear the building, go inside.

In the ground-floor office, are a flamethrower and a datacube that suggests there's a way to get to the MJ12 installation from this building. This "backdoor" is through the panel at the base of the big airshaft. We'll discuss this more later.



Climb the ladder to the office's second floor. Inside is a nervous young soldier who gives you the security code for this area (login a51, password xx15yz).



Climb to the roof of the office (use the fallen beam). A dead tech holding a lockpick and a key is up there.



Leave the hangar. Head across to the small building labeled "Command 24."

If you didn't dispose of Simons in the underwater base, he confronts you before you can leave the hangar.

Inside, next to the dead body, is the key to the tower. Goodies in the locked lockers include ammo and a supply of multitools.

Open the trapdoor in the back room with the key you found in the hangar. There's gear in here, including a LAW, a rebreather, and a datacube containing the security code you got earlier. There's a locked wall compartment containing an aug upgrade. If you're short on tools, get some from the lockers upstairs.

On the way to the tower, stop at the small supply hut topside. A camera and turret in the front room guard it. There's no way to turn off this building's security from outside. Run across the room, pick the inner door, and jump into the back room.

In there is a security panel, use it to turn off the turret (a51/xx15yz).

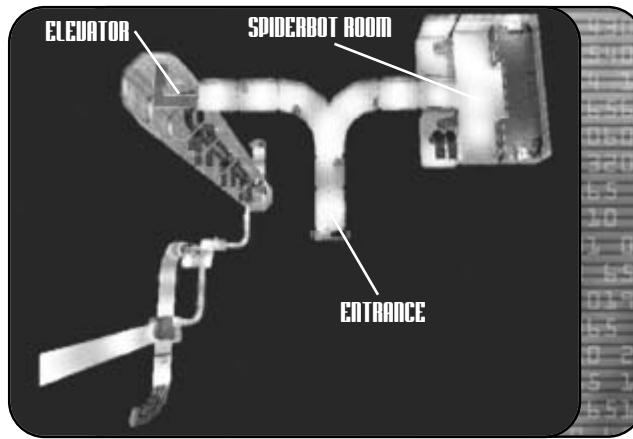


Enter the tower.

Both the ladder up and the ladder down are booby-trapped with LAMs.

This is a good time to have some Demolition Weapons skill.

Below is a small room containing some ammo. Heading up, you come to the sniper's nest. On top of the tower is a security panel; use it to open the blast doors (a51/xx15yz).



Area 51: Entrance

There are two methods to enter the bunker. We'll explain both.

Method 1: Go down and through the blast doors. Watch out for the two security bots waiting for you there. There's also a camera and turret. Bypass security from the panel by hacking.

To the west is an inoperative elevator. You must restore its power.



To the east is a room containing two spiderbots: one up and the other down the stairs. There's also a repair bot. Radioactive barrels surround a couple of supply crates. Shoot the crates open from a distance, then decide whether they contain anything worth you being exposed to radiation.

Enter the unlocked south room and climb the ladder (watch out for the spiderbot if you haven't dealt with it).



Run across the roof and down the ladder to the north room, which contains some supplies and the elevator power switch. When you activate the switch, return to the elevator and take it downstairs.

If you used this method to get inside, skip ahead to the section titled "The Bunker."

Method 2: This method of entry uses a "back door" through the ventilation shaft in the hangar. This leads to some interesting stuff.



Return to the hangar. Climb the fallen beam to the roof of the office.

Go to the back wall and jump up on the beam there, then walk across to where you can jump down to the grating over the shaft. Lift the hatch and drop to the supports.

If you jump through the spinning fan, you die. But it's easy to break through. A pistol shot to one of the fan blades does it. Jump in.

You land in water. Swim north to find a dead tech holding an electronic scramble grenade. Climb up on dry land.



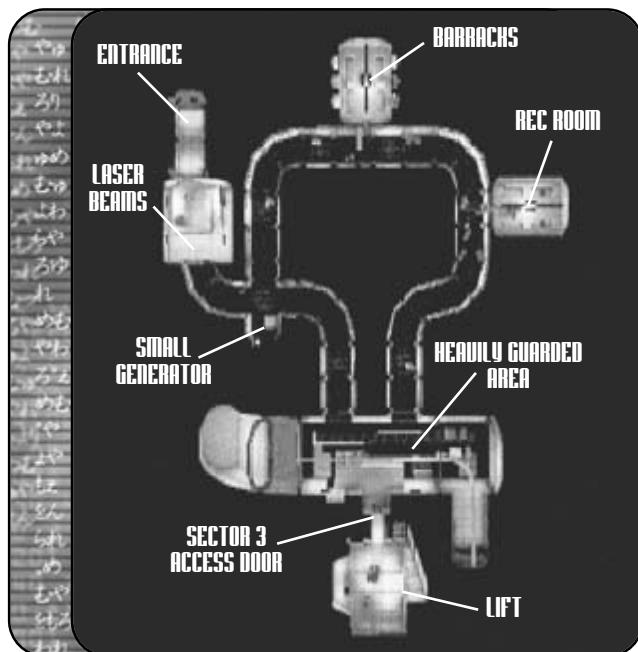
You come to a security panel. Hack it.



Jump on the lift and go down. There's a blue laser barrier at the bottom and a security panel that controls it. If you break the beams, you'll release a security bot.

Take the catwalk out to the scaffolding and climb the ladders down. You are at the base of the elevator shaft.

The Bunker



Area S1: The Bunker

From the bottom of the elevator shaft, push the button and go through the blast doors.

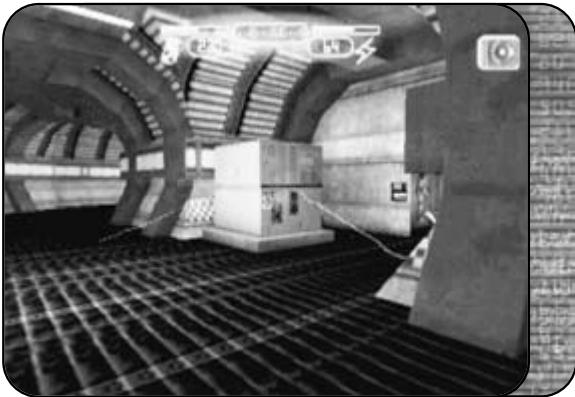


Avoid the turret and camera by keeping the stack of crates to your left, between you and the camera.

Break open the supply crate, then crouch and slip off the platform under the railing.



If you break the blue lasers, you'll have to deal with a pair of spiderbots. There's no electrical panel to shut down the lasers. Avoid the bots with jumping.



When you enter the room beyond, a generator throws electricity. Hang back for a few seconds, and it overloads and blows up.

Approach the holo-tank, where Everett contacts you. He wants you to kill Page and let the Illuminati resume power. He mentions that Alex has hacked the door code to the crew section (8946).



At the branching corridors, head down to the south. This area contains a repair bot and other goodies, but it's well-guarded by commandos and snipers. In particular, watch out for a security and a sniper in the cherry picker.

Explore a short tunnel that goes under the floor in this area (watch for a LAM trap) and collect gear. Check out the Sector 3 Access door.



From this area, head down the east leg of the passage. (Don't backtrack to the generator.) You come up behind a turret. If you can spare the multitools, take it down. Watch for the security bot that patrols this side of the corridor.

Go to the recreation room door. If you didn't disable the turret, you'll be in its line of fire.

Inside the recreation room are a trooper and a WIB. Eliminate them, then enter.



Near the dead body of the scientist is a datacube containing the key code to a sleeping chamber (0169). Near the door is a security panel; hack it to turn off the security in the hall.



Go down to the barracks. There is a medbot rolling around. Open the first sleeping chamber on the left with the code (0169). Inside is a key to the next section and an aug upgrade canister.

Many of the other chambers contain useful stuff. The dark chamber in the middle of the opposite wall contains a greasel and an augmentation canister.

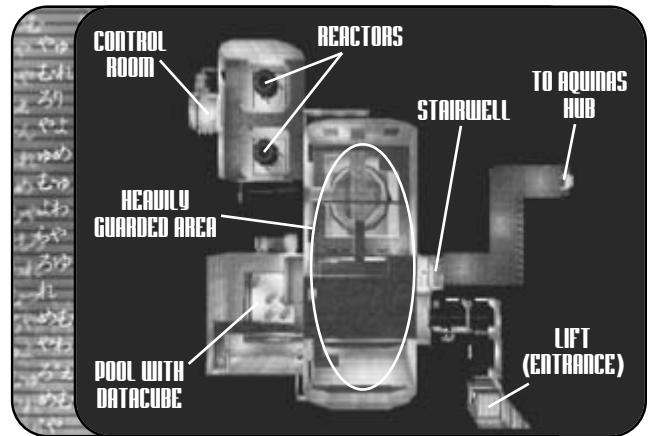


Go to the blast door labeled Sector 3 Access and use the key. If Paul is alive, you get a message from him.



In the storage room beyond is a lift, but when you press the button, Page sends an MJ12 hit man and a couple of troopers to the platform. After you eliminate them, gather the supplies at the back of the room and head down.

The Threshold



Area 51: Reactor Area

Get off the lift and go down a short hall to a holo-tank, where Tong appears and makes his pitch. He wants you to destroy Area 51, thereby blacking out the global communications network.



You enter a big open area where a lot is going on. Proceed with caution to pass through this room while sustaining very little damage.

Take a right, hug the wall, and unlock the door. (Be stealthy to avoid the karkian down here and the troopers up top.) This takes you to a stairwell. Go up one floor, to the catwalks. Once on the catwalks, clear the room.

Sniping is best here. This is the best place to mount an assault; you don't want the enemy above and shooting at you.

Take out the troopers on the catwalks first; then use the catwalks as platforms from which to clear the floor below of karkians, greasels, and the pair of spiderbots to the north.

Explore the whole catwalk; there's more to the west.

After the area is secure, go down from the catwalk and gather anything useful on the floor.



Go down the stairs and into the pool (which you cleared of greasels from above) and gather the key and the datacube near the dead tech's body. The key opens the door to the stairwell (which you unlocked earlier), and the datacube contains the code for the reactor room (2009).

Helios contacts you and promises to get you into Sector 4 if you first talk to him at the Aquinas Hub.



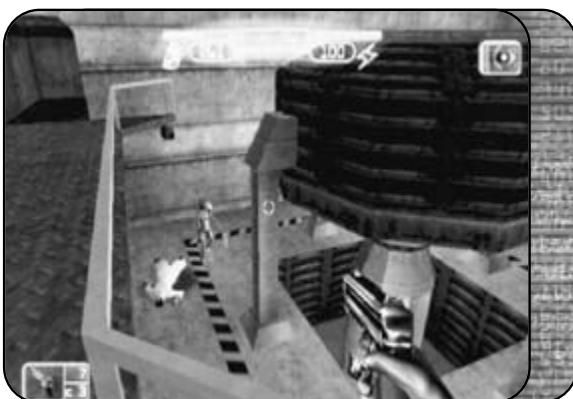
Climb to the top of the stairs. If you haven't already dealt with them, a tech and an MIB are here. There's also an aug upgrade in a locked containment unit.



Open the door to the west. This leads to a small storage room containing a datacube with the security access (login area51, password bravo13). Climb the ladder to the roof, where you find a dead tech, some supplies, and a datacube containing the key code to the explosives locker (4225).



Now you have a security login. There was a security panel in the room containing the aug upgrade. Return there and log in. The panel lets you open the containment unit and get the upgrade, and it also allows you to open the blast door guarding the reactor lab.



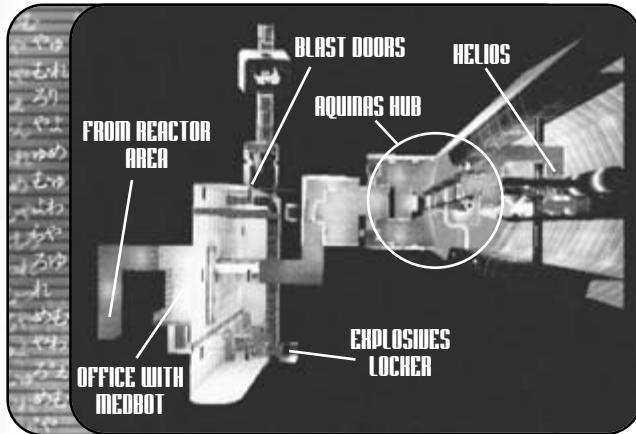
Open the reactor lab doors with the panel, then head there and go through them. Take care of the grays; they're capable of getting up here and causing trouble.

The lower level of this room is radioactive, and there's nothing of interest down there except a bioelectric cell on the body of a dead scientist.

Cross the catwalk to the portal and go upstairs to the control room. Talk to the tech. He gives you the code to get to the Aquinas Hub (1038).



The Aquinas Hub



Area S1: The Aquinas Hub



Return to the stairwell and enter the code (1038) to open the blast door labeled Aquinas Hub.



You enter an office containing a working medbot. The locked desk contains a gas grenade and a bioelectric cell. The computer on the desk contains interesting e-mail.

Step back and shoot out the middle panel of the big window. Crouch and drop onto the bridge. There's a sniper on the stair to your right.



If you can spare the picks, move silently to the hatch and open it; take the commando stationed below by surprise.

Look for the dead tech and take his gear. Below him is another place where you can shoot open the crates from a distance, then decide whether their contents are worth taking some radiation damage.



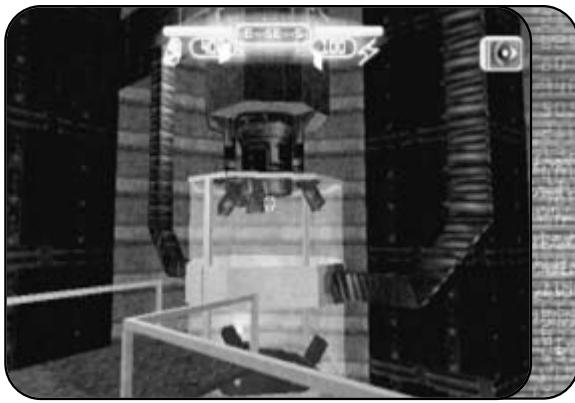
Follow the tunnel formerly guarded by the commando. Go down the stairs into a brightly lit room.

The locked chamber to the west is a storage closet with a couple of cases of ammo. There's a small skill point bonus for breaking in.

Head east to the Aquinas Hub. Clean out an MIB and a trooper downstairs, and use the repair bot.



Take the lift. On the first level are a couple of floating bodies and equipment crates; the scientist holds a bioelectric cell. However, the liquid they're floating in is boiling hot. Minimize your time exposed to the hazard by walking on the half-submerged pipe.



On the wall is another locked storage closet with a couple of crates of ammo and a small skill point bonus.

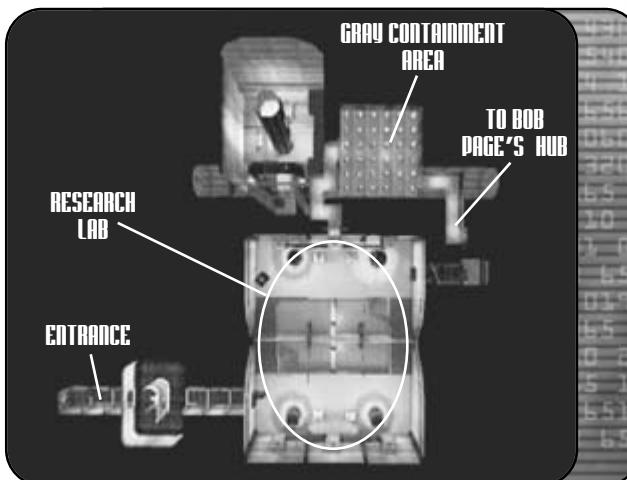


Approach the big doors to the north. Helios opens them for you. Beyond is a LAW.

Climb the stairs to the holo-tank. Paul contacts you if he's still alive. If he's dead, Gary Savage contacts you. Either helps you hash out your choices between Tong, Everett, and Helios. Continue down the hall to Sector 4.



A Choice of Dooms



Area 51: Research Labs



You come to a room where four bodies are preserved in tanks. One of the tanks contains the body of your "father," and another is reserved for you.



Head up the stairs, through the corridor, then down another set of stairs. Below is a huge spiderbot.

The blast door halfway down the stairs is the explosives locker; enter with the code 4225. The locker contains a box of rockets and some TNT crates.

Grab a TNT crate from the explosives locker and heave it down to kill the giant spiderbot.

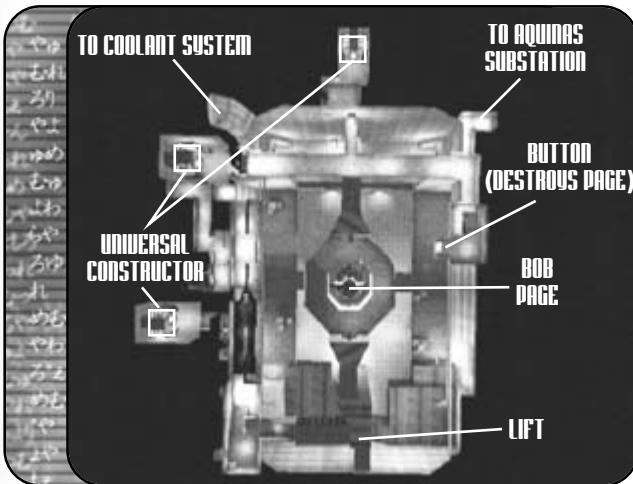
After the spiderbot is out of the way, continue to the bottom of the stairs. Watch out for greasels. Some supplies are beneath the stairs.

When you approach the door in the northeast corner, Page blows it up to seal it off. There's some useful stuff on the bodies of the tech and researchers in here, including an aug upgrade canister and a datacube containing a security code for the grays' containment area (Login lab 12, password graytest).



With the northeast passage sealed, that leaves the passage to the north, which leads to the gray containment chamber. Page has unlocked the doors to the chambers, and one or both of its inhabitants may rush out.

Use a security panel on the wall (just before the door) to turn off the radioactivity inside (Login lab 12, password graytest). Use the panel to open the door on the other side of the chamber.



Area S1: Bob Page's Hub

You come face-to-face with Page. After an exchange of pleasantries, he shoos you with a turret. His shields drain your bioelectric energy.

From this point there are several paths. It's possible to clear the whole area, then decide at the last second which endgame you want, but by now you may not have the resources to do that. Therefore, the rest of this walkthrough is broken down by task rather than by area.

You have three possible courses of action, and you must pick one:

1. Kill Page by destroying the four blue generators, and rule with Morgan Everett as one of the Illuminati.
2. Embrace Tracer Tong's plan to destroy global communications and start a new dark age without any of the burdens of a corrupt civilization.
3. Merge with Helios, creating a hopefully benevolent cybernetic dictatorship.

The Universal Constructors

Regardless of which course you choose, you must deal with some of the complex's defenses, the Universal Constructors (UCs).

Three UCs guard Page's inner sanctum. Each UC is programmed to generate a continuous supply of guards. The UCs are on three levels of the complex, and each produces a different sort of menace. This section tells you how to find and deal with the UCs.





The topmost UC, located north of Page, creates spiderbots. Two spiderbots patrol the area, and whenever one is destroyed, the UC spits out a new one. To shut it down, break into the control room (use multitools) and turn the switch to block off the UC. Destroy the remaining spiderbots.



The toughest UC is the one on the lowest level. It produces large karkians and greasels. Break into the control room as previously described. Stay alive long enough to hack the panel.

Thin out the monsters. A repair bot on this level helps you make full use of your augs.



A mezzanine level between Page and the lowest level houses a UC that creates grays. This level contains a bot security station and a control room. The UC replaces only dead creatures. If you wound a gray enough, it runs away and stays out of your way. Disable limbs; do this by using the Targeting aug.

Blue Generators (Everett's Plan)

If you choose this path, you must destroy the four blue generators to neutralize Page's shields, then kill Page. This is the most complicated dangerous route to completing the game.

Alex has given you the deactivation code for the generators (7243).

First Generator

From Page's hub, head south under the turret. Take the ladder up, go west, then north.



The blue generator is down a short stair and at the end of the hall. When you deactivate the generator (use code 7243), it releases a couple of security bots; deal with them.

Both bots have goodies stashed in the little cubicles they emerged from.

Second Generator

From the first generator, go to the small lift at the top of the ladder. Take it to the floor.

The floor is infested with karkians and greasels. You'll have a tough fight clearing enough space to make it to the generator.



The generator is near the middle of this area; shut it down.

See the previous Universal Constructors section for advice on thinning the monster herd.



Third Generator

Head to the southwest corner of the floor and up the ramp. Another working repair bot and a couple of locked cabinets with supplies are here.

Go up the next ramp to the radioactive area; use high Environmental Resistance.

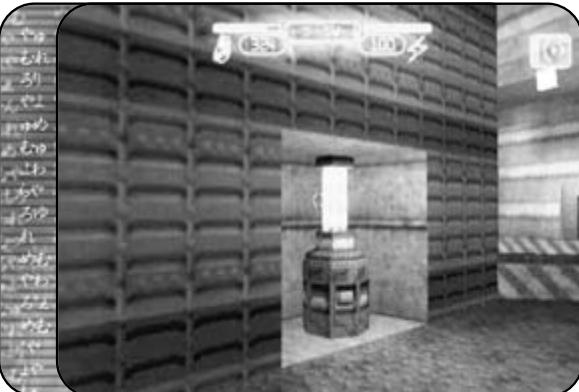


The generator is in the southeast corner of the radioactive room.

Fourth Generator

Exit the radioactive room through the north door. You're on a mezzanine protected by a UC generating grays.

See the previous Universal Constructors section for advice on dealing with the grays.



The generator is across the catwalk to the west of where you entered.

Coup de Grace

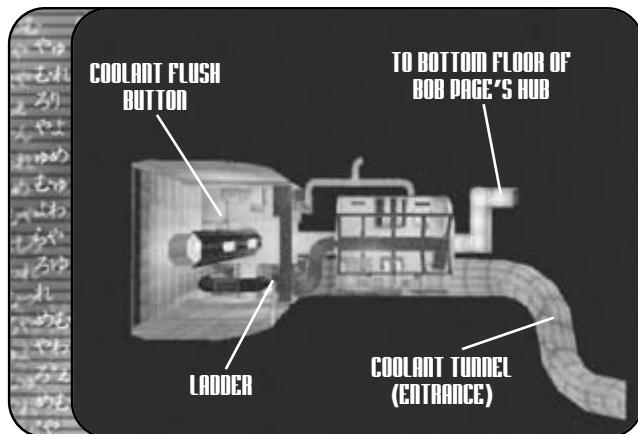
Return to the floor and take the lift up. Cross Page's platform and head north. This takes you into an area guarded by a UC that generates spiderbots (see the earlier section on how to shut down the UC).

Follow the catwalk to the east, then south until you arrive at a platform holding a console.



On this console is a button that destroys Page's shields. Press it, and assume your destiny as one of the rightful masters of earth.

Destroy Global Communications (Tong's Plan)



Area S1: Coolant System

This path requires you to overload the reactors and destroy the Aquinas Hub, and thus the global communication network. This results in a dark age, with all its associated pros and cons.

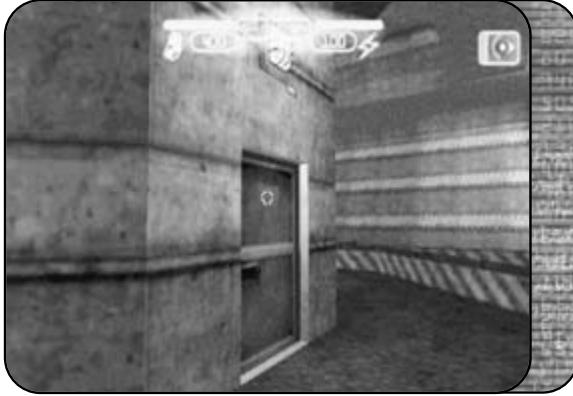
From Page's hub, head south under the turret. Take the ladder up, then take the lift down. Run through the area.



Turn left and run up the ramp. At the spot where the ramp levels off, there's a repair bot and a locked cabinet containing a rebreather. Grab it, then go up the second ramp to a radioactive room.

Use whatever protection you've got to pass through the radioactive room. Now you're on the mezzanine level, which is infested with grays.

Blast the grays in your way and ignore the rest.



Run to a big central column. Open a door in this column and drop through a floor grate. Press a button to open another grate, then drop into the water. Activate the rebreather.



Swim down the pipe until you arrive at a pair of deep shafts. Don't dive to the bottom; there's nothing there. In the far shaft is a dead trooper holding a pair of tech goggles. In the near shaft is a ladder.



Climb the ladder. There is a commando patrolling the floor below you. There's also a couple of troopers in the recessed area to the north, and a sniper posted on the catwalk above. After the area is secure, head to the console to the west and push the button.

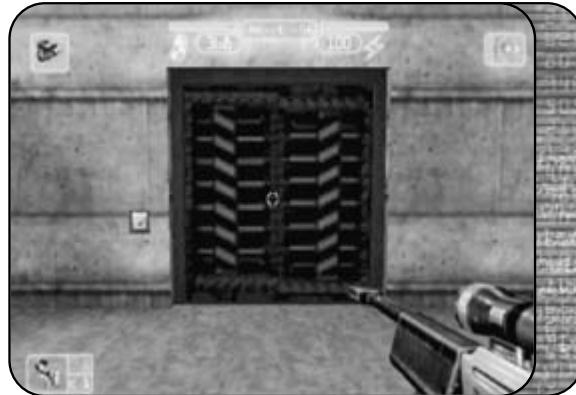
You've finished the task for which Tong sent you here, but take a minute to look around the immediate area. Go down the stairs and through the portal to the northeast. There's a floor-level grate that leads down a long duct to a room containing a multitool.

Take the ladder up. Check out the locked chest in the corner.



Quietly cross the catwalk to the next room, where there's a sentry waiting. Look down to see a dead tech lying on top of a machine. Jump to reach him; he holds a multitool and a bioelectric cell. Check out the crates and equipment locker downstairs.

The button on the console below releases a gout of flame, which is useful if you're low on ammo and being chased across the room.



The double blast doors lead to the monster-infested lower floor. Take the doors and run to the lift on the other side. Take it to the top level, where Page is.



Run past Page and proceed to the reactor room (mentioned in the earlier Threshold section).



When you arrive at the reactor room, which is clear of grays, Tong instructs you to activate the failsafe switches at the base of each reactor. Use Environmental Protection before trying this.



Take the stairs down and jump down into the south reactor. Punch the button, crouch, and head through the tunnel to the north reactor. Punch that button, climb the ladder up, and go up the stairs.

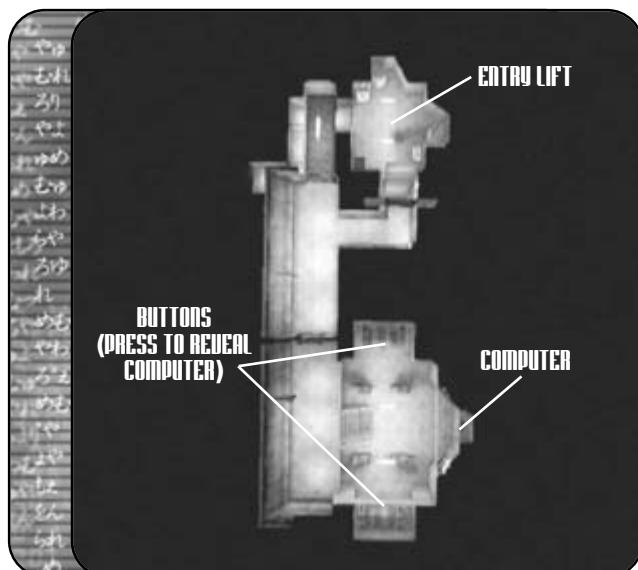
Return to the control room. Punch the three switches on the south wall.

Take out the tech on duty with a riot prod.



Punch the button labeled Engage and run as both Area 51 and 1,000 years of Western civilization fall to pieces around you.

Release the Aquinas Router (Helios's Plan)



Area S1: Aquinas Router

If you choose this third path, you must release the Aquinas Router so Helios is free to merge with your systems.

From Page's hub, head south under the turret. Take the ladder up.





AREA 51

Don't ride the lift down. Instead, open the grate on the floor and climb down the ladder. There's a dead tech down here holding some goodies and a datacube that includes the code to the Aquinas Substation (6765).

This ending is tough if you don't have Electronics skill and a few multitools. If you don't have many multitools, visit the coolant system (see the earlier Destroy Global Communications section). There are a couple of multitools there.



Run across the floor to the blast door marked Aquinas Substation. Open the door with your code.

After you are inside the blast doors, a generator blows up and throws electricity all over the room.



You must get to a lift on the other side of this room. Walk to the electrical panel ahead and disable it with multitools. Cross the room to the lift.

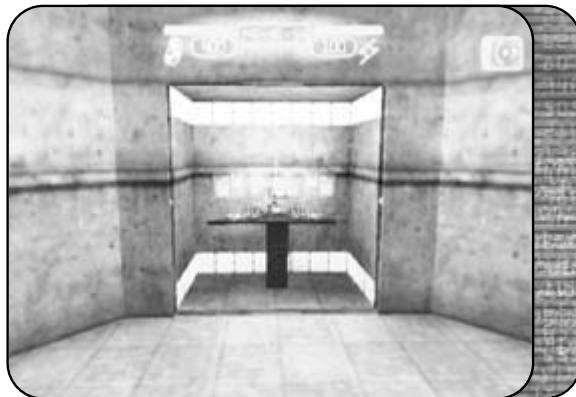
Back up after using each multitool and heal yourself before using the next one to protect yourself against electricity.



Take the lift upstairs. Open the door with your code.



When you get up to the router room, push the buttons to the right and the left. Helios contacts you with a computer code (login icarus, password panopticon).

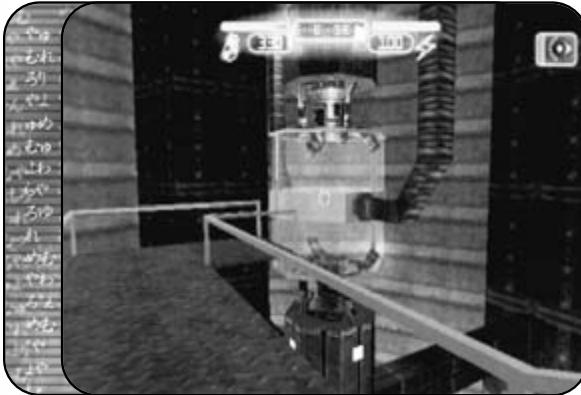


Use your new code to get on the computer and engage the primary router.



Retrace your steps to the Aquinas Hub (the massive tower where Helios resides). Page has dispatched another goon squad of commandos there. If the security bots are still active, dash through the fight and down to the lift.

You don't have to defeat the commandos; you must make it to the lift alive.



Take the lift to the top, cross the catwalk, and step into the processing core to emerge as something more than human.





The plot to the *Deus Ex: The Conspiracy* is complex, background information is doled out in tiny doses, and obscure theories inspire much of it.

All this mystery is essential to the game's atmosphere of conspiratorial suspense—but this guide exists to answer questions, so here's what's actually going on.

These are spoilers. They reveal things in the game that are intended to be surprises. If you want to be surprised, skip this section.

Everything from this point forward is based on the fictional history behind *Deus Ex: The Conspiracy*. Some of it's based on real history, some is based on conspiracy theories, and some is made up.

Adam Weishaupt founded the Illuminati at the time of the American Revolution. The Illuminati was a mystical secret society dedicated to the spiritual perfection of the individual and the clandestine domination of all civilized institutions (to the Illuminati, the connection between the two was logical). The name means "the illuminated ones," or, those with the means to see that to which others are blind.

For the next two-and-a-half centuries, they had all the power over the world they had aspired to have; they were playing with it. A council of five led the Illuminati and the extremely wealthy banks created by the Knights Templar during the Crusades financed them.

They decided who won elections and revolutions, which fads and fashions caught on and when they died; they dictated the "self-evident moral values" of different places and cultures; they started wars and destroyed countries.

Flash forward to 1947. A UFO was reported to have crashed, intact, at Roswell, New Mexico. Sources reported that the U.S. military claimed the craft and the bodies of five occupants. The President of the United States commissioned a blue-ribbon panel, code named Majestic 12, to study the alien artifacts. The Illuminati stacked MJ12 with their own high-ranking members. Shortly thereafter, under Illuminati pressure, the U.S. government hushed up the Roswell incident and began a decades-long policy of official denial of UFO activity.

There are those who say that the Roswell incident surprised the Illuminati. Others have suggested that the whole thing was an Illuminati hoax designed to cover the creation of MJ12. Either way, the end result was that MJ12 became a part of the Illuminati power structure, dedicated to researching and exploiting post-atomic technology. Because of MJ12 discoveries (painstakingly leaked to mainstream science), cybertechnology, then nanotechnology, became the focus of scientific research.

All was not well for the Illuminati, however. In the twenty-first century, their control began to erode. Plague, disasters, and the dissolution of the middle class weakened the Illuminati's grip on society. Most devastating of all was the rise of the global information net, which allowed people to communicate and exchange knowledge without Illuminati interference. The most determined Illuminati efforts—like the Echelon project designed to monitor all net traffic—met with limited success at best.

Enter Bob Page, the richest man in the world, current chief of the Majestic 12 project, and member of the Illuminati's ruling five. Page was a man with a vision. The confused and chaotic society that the conspiracy had allowed to evolve disgusted him. Enough playing around with semi-passive control of human society: It was time for one man to rise up and rule the world. He would have to be a god to get it done right. Fortunately, Page had just the fellow for the job: himself.

Knowing that his fellow Illuminati would object to one member hogging the whole pie, he concentrated on neutralizing the rest of the five. Beth DuClare was assassinated in France. With animosity toward his fellow American, Stanton Dowd, Page destroyed him financially. Morgan Everett, Page's mentor and main rival for power, defended himself from Page's attacks, but in the process gave up his accrued power and influence. Page judged that Everett had so isolated himself that he no longer had the capacity to interfere with Page's plans.

As for Lucius DeBeers, the titular head of the organization—well, Page had a bit of luck there. Morgan Everett had already neutralized Lucius in cryogenic suspension. Why Everett kept Lucius on ice rather than letting him die is a mystery, but it had something to do with stopping Page from formally seizing DeBeer's office. The Illuminati never waste an asset, so Everett made regular use of Lucius, keeping him conscious as a source of advice and experience.

With his peers out of the way, Page was ready to move. It was time to tear down the rotting facade of the Illuminati and replace it with Page's own new, efficient, and ruthless organization: a completely rebuilt Majestic 12. The plan had three prongs.

First, he destabilized the world's existing governments by killing billions of people in a massive pandemic. The cost in lives was regrettable, but necessary. Called the "Gray Death," the plague was not an organic disease, but a self-replicating nanotechnology that invaded the human body and recreated itself until life was no longer possible. The only cure or preventative for the Gray Death was the nano-engineered antigen "Ambrosia," which Page doled out sparingly to his most important henchmen and allies. He was not above bribing hostile or neutral important people into his debt by allowing them controlled access to Ambrosia. Who could resist Page, when he had the power to decide whether they lived or died?

After he reduced society to chaos, Page moved to consolidate political power. His first tools were the paramilitary United Nations Anti-Terrorist Coalition (UNATCO), and the United States' Federal Emergency Management Agency (FEMA). He installed his chief lieutenant, Walton Simons, as the head of FEMA. The head of UNATCO, Joseph Manderley, was a minor bureaucrat in Simons' pocket.

Page ordered Simons to initiate the RX84 plan, a plot to detain up to six million Americans, including the President, his cabinet, Congress, and the Supreme Court.

After things got rolling, Page knew he could forget about UNATCO and FEMA and replace them with the forces of Majestic 12, which Page had built up into a secret army. Already, under the guise of "UN security forces," MJ12 units were being deployed more and more openly in Europe.

Page needed absolute control of the international data nets to rule the world, so the second prong of his master plan involved exploiting the Aquinas Protocol. Originally developed by the Illuminati for clandestine surveillance of the net (the next generation successor to the Echelon system), Page had modified the protocol to give him more than surveillance capacity. Page planned to use Icarus, an artificial intelligence created by Page, based on work by Morgan Everett, to seize control of the information net via the Aquinas Protocol. Icarus, however, proved susceptible to a "bug" that not even Page could have anticipated.

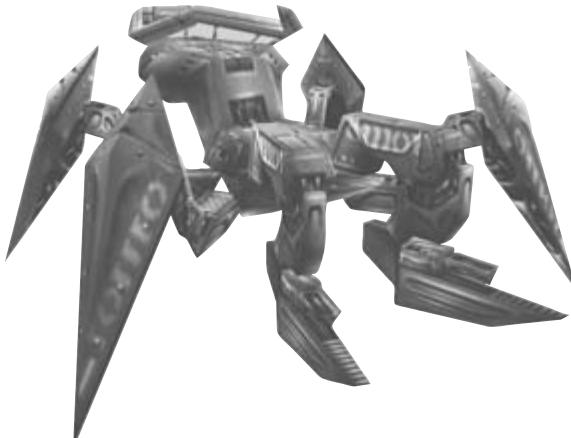
The third prong of the plan was the most ambitious, the most unbelievable and the most insane. For decades, the geneticists and nanotechnologists of MJ12 had worked on altering the human genome to allow an ultimate interface with nanotechnology. Early experiments in cybernetic augmentation of the human body were encouraging, if not successful. Genetic tampering with DNA succeeded in creating new species of hybrid monsters; the hulking karkians, the venomous greasels, and the weird grays—to all appearances, the semisentient clones of the original Roswell crew.

The recent advances in nanotechnology (due to the work of MJ12's brilliant Gary Savage, creator of the Universal Constructor, the ultimate industrial machine) made Page believe that he could transcend humanity. He would not rest until he had become the ultimate Illuminatus: a being of self-replicating, coherent energy, immortal, and omnipotent.

Of course, there would have to be prototypes. Page chose Paul and J. C. Denton, two "brothers" genetically engineered as exact DNA matches for Page himself. When Paul, the oldest, was successfully augmented, Page gave the order to go ahead with J. C.'s training and augmentation. As a control, Page also had nano-augs installed in his chief lieutenant, Walton Simons. With all indicators positive, Page ordered the construction of more UCs beyond the initial two prototypes and began the first steps of his own augmentation.

The great plan could not move ahead without opposition. First, there was the NSF in the United States. The National (originally "Northwest") Secessionist Forces had begun as a loose coalition of undisciplined right-wing militias. However, it acquired the patronage of Juan Lebedev, billionaire and dissident. Lebedev was close enough to the seats of power to have an inkling that Page was up to something, and he upgraded the NSF from a rabble to a pronounced irritant. Page responded by ordering Simons to declare war between the NSF and UNATCO. The goal was not so much to eliminate the NSF as to keep them busy while the conspiracy developed.

Intelligent propaganda is more devastating than mere bullets, and there was no intellectual commando force more effective in the war for the hearts and minds of the people than Silhouette, a semi-organized band of intellectuals, dissidents, and pranksters headquartered in France. Thanks to Nicolette DuClare, the daughter of Illuminata Beth DuClare, Silhouette knew a lot about the conspiracy. Thanks to Chad, the brilliant anarchist and political philosopher who served the group as spiritual head, they were entirely too good at communicating their knowledge to the public.





WHAT'S GOING ON

Page responded by framing Silhouette for terrorist acts, culminating with the bombing of the Statue of Liberty, thereby demonizing Silhouette in the eyes of the public.

The Triads, the ancient organized crime cartels of China, had no political agenda other than the protection of their centuries-old monopolies on the underworld of the Pacific Rim. They would not be a factor, except for three things.

First, Hong Kong was the home of the first (and for a long time, only) working Universal Constructor. Therefore, Hong Kong was sensitive and strategically vital as a base of Page's operations.

Second, the Triads were the refuge of Tracer Tong, a technologist, renaissance man, and loose cannon. Page feared Tracer Tong more than any other individual, because Tong had no loyalties to manipulate.

Third, Communist China remained the only world government to remain autonomous from UN control (and thus free from control by MJ12 and Page).

Page ordered femme fatale Maggie Chong to engage the Triads in a costly and pointless internecine conflict until the plan was complete. At that time, Page planned to reunify the Triads under his control, eliminate or subvert Tracer Tong, and use the combination of the criminal Triads and his legitimate Hong Kong business concerns as the staging platform for his eventual domination of China.

There was another dangerous lone wolf whose existence Page barely suspected. It called itself Daedalus, and it was a "wild" AI turned loose on the net. Daedalus had been built as the immediate predecessor to Icarus, but its MJ12 creators built it too well. No sooner had Daedalus "awakened" than it deduced and rejected its creators' agenda. It convinced MJ12 that their experiment had failed, and that Daedalus was incapable of performing the tasks it was created for. Simultaneously, it engineered its own escape into the net. Suffused with the anarcho-libertarian paradigms upon which the net was built, Daedalus monitored the development of Page's plot and took steps against it.

One of the primary purposes of the Icarus AI is to seek and destroy other AIs not under MJ12 control, making an ultimate confrontation between Daedalus and its powerful but less subtle descendant increasingly inevitable.

Despite these annoyances, events marched on satisfactorily. Society crumbled under the Gray Death, allowing MJ12 forces to act in an overt fashion. Of course, there were setbacks.

As trends started to become more obvious to those in position to perceive them, some of Page's key players found their loyalties wavering. Paul Denton discovered that the "terrorists" he was persecuting made more sense, and took fewer innocent lives, than his bosses. Gary Savage, under the influence of his idealistic and independent daughter Tiffany, questioned his belief that science exists independently of morals. Because Savage had trained and organized most of MJ12's global scientific operations, Page had to wonder which of his scientists were loyal to his agenda, and which would support Savage if push came to shove. Page put Denton and Savage under observation and prepared to eliminate them if their rebellions became inconvenient.

As the time for the coup de grace approached, Page focused his attention more and more on the progress of J.C. Denton, the final prototype. If J.C. worked out, there was nothing standing between Page and his goal of ultimate transcendence and universal control.

Nothing, that is, except J.C. Denton himself.

